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アニマヴェリックス



JAPANESE MOVIE PREVIEW

Attack on Titan: The Live Action Movie

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Kim Hyun Joong**

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DRAGON BALL Z

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MOSHI MOSHI MAVERICKS!

Welcome
back to our edition 35 of
Animavericks Magazine. We have improved a lot
of things here, from adding about 4 pages extra to this edition's
content, packing more anime reviews and of course...the most anticipated
anime movie this year... Dragon Ball Z Movie: Resurrection of F! its KAMEHAMEHA
TIME....!!! Finally, its time for Vegeta to become the major hero and get equal with Goku,
become SUPER SAIYAN GOD, get his revenge on Freeza and not the grumpy, helpless, jealousy saiyen
prince no more! And that's what makes us excited and I think that's what all DBZ fans around the world
is anticipating right now, so that's so perfect with the release date of Fukatsu no F just last May in Japan
and I am sure some of you may already have watched it in AWE!

Moreover, we also delve in the exciting news of the Attack on Titan Live Action Movie, we can't wait for it to
come out in August, so we decided to take on a sneak preview for you and get your gears on probably the most
anticipated live action anime adaptation movie of the year before you will get yet another shock to know that
Attack on Titan 2nd Season is being prepared for the end of THIS YEAR release! So buckle up people, because it
seems that this edition would be a little jumpy from the excitements built up, and enjoy our other reviews on Lupin
the third and many other cool Video games anticipated to be release soon, and one of them is none other than the
sneak preview of the great MASTERPIECE from Hideo Kojima, Metal Gear Solid VII

For Cosplayers out there, enjoy our cosplay gallery section and have good time spotting yourselves there, and also
if you want to start building your own mecha cosplay, we got just the right stuff for you in this fantastic edition! All
in all, enjoy this edition heartily and check out all FULL ONLINE EDITIONS of Animavericks Magazine (52 pages each
edition) in our website @ www.Animavericks.com just \$5 for 3 months membership and watch more Anime, video
games and Asian Pop news only on www.Animavericks.com!

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1. Poni Can Label Original Work Lance N' Masques to Broadcast in Fall 2015

The broadcast period of the talked-about series Lance N' Masques that has been gaining attention for being the first anime adaptation of a Poni Can Books work has been revealed to be fall 2015 on TBS and BS-TBS. Pony Canyon has up till now unleashed on the world countless popular anime, and Poni Can Books is the company's light novel label. The label has been developing light novel series since 2013. Lance N' Masques, which is gaining attention for being the first anime adaptation of a Poni Can Books work, is a light novel series that began being published by Poni Can Books in 2013. Main character Yotaro Hanabusa is a descendent of a clan of knights that has existed until the present time. Having received special training since childhood, he is the eponymous "chivalrous type" who reflexively saves girls in need. Having abandoned seeking a normal life, Yotaro meets by chance a mysterious girl named Makio Kidoin, a six-year-old girl who lives alone in an enormous mansion who longs for a masked hero to save her. Yotaro, who always hides his identity under a mask when helping someone, then begins watching over her.

The original work is penned by Hideaki Koyasu who wrote the scripts for YuruYuri and Love Live! among others. Directing is Kyohei Ishiguro who had his directorial debut with the hit broadcast of last year, Your Lie in April. Newly announced this time are Kenji Ota as character designer and chief animation director and Yoshihiro Sekiya as director of photography.



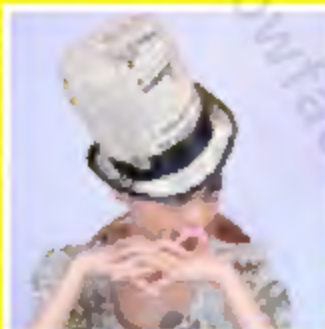
2. New Anime Gangsta Broadcasting from July to Feature Stereo Dive Foundation as Opening Theme Artist, Annabel as Ending Theme Artist.

The popular manga series Gangsta by Kohske featured in Monthly Comic @Bunch will be animated and aired from July 2015. Both the opening and ending theme songs have also been decided and announced. The song "Renegade" to be released on July 22 by Stereo Dive Foundation will start off each episode as the opening them, and Annabel's "Yoru no Kuni" that is set to be released on Aug. 26 will be featured as the ending theme. The Gangsta series began back in 2011. The intense story takes place in Ergastulum, the city of crime, where multipurpose "handymen" Worick and Nicolas live out their tough and dramatic lives. In addition to perpetual crime, there exists a constant conflict between Normals who are standard and unaltered human beings, and those referred to as Twilight who possess significantly enhanced abilities. Manglobe has been entrusted with the production, and Shuko Murase - well known from Ergo Proxy - has been appointed as director of the anime series. These two announcements alone should bring a significant amount of hype and anticipation to fans awaiting the release of the series. Stereo Dive Foundation, the solo project from R.O.N., is credited for music in various games and anime series such as Beyond the Boundary. What kind of sound Stereo Dive Foundation will bring forth this time to tell the story of Gangsta is still unknown and subject to plenty of attention and anticipation. Annabel, who has been selected for the ending theme of the series, is an Argentine artist who has performed plenty of popular anime tracks. Accompanying the announcements regarding the new anime series was the revealing of a special promotional video titled "Part 1.5." Moreover, news about advance screening events with certain broadcasting stations were also revealed, further increasing the level of anticipation for the series.



3. [J-Fashion] pays des fees: Spectacularly Unique & Confident Style

Welcome back to our new Japanese fashion blog! This entry is all about indie designer brand pays des fees, which always manages to amaze and astonish us with their radically creative clothing and wide range of styles. Designs by pays des fees are both avant-garde and impressively wearable! Let us take you through a few examples. This mysterious and dapper-looking lady is modeling one of the brand's classic designs, their playful Newspaper Bubble Dress. The pattern is unusual and eye-catching, but the fit is very flattering! This dress, from the pays des fees 2012 collection, has an overall silhouette similar to the Newspaper Bubble Dress (minus the style of the hem).



4. Showtaro Morikubo, Sora Amamiya, Ari Ozawa Confirmed for Classroom Crisis Main Cast

The TV anime Classroom Crisis will begin broadcasting during Animeism on MBS, TBS, and other stations July 3. Now, the cast of main characters has been newly announced. The first key visual has also been released which shows all members of the A-TEC rocket engine development team.

First up, voicing Kaito Sera, the room monitor at A-TEC, is Showtaro Morikubo who has played main characters in Sorcerous Stabber Orphen, Major, and others. Kaito is also a hot-blooded homeroom teacher at A-TEC, and veteran Morikubo will draw from his other castings for the part. Voicing A-TEC's test pilot, Iris Shirasaki, is Sora Amamiya. An enthusiastic performance is expected from Amamiya, who has played main female leads in many series including One Week Friends and The Seven Deadly Sins. Mizuki Sera, A-TEC's engine mechanic, will be voiced by Ari Ozawa. Ozawa's previous castings include main characters in Rolling Girls, Monthly Girls' Nozaki-kun, and others. It seems a highlight of her role as Kaito's younger sister will be her dialogue with Morikubo.

The first key visual shows a group shot of Kaito, Iris, and Mizuki in the center along with the other members of A-TEC. At current, more than 10 characters have been shown to be part of A-TEC and news on each character's casting will also be on fans' minds.

Information on additional members of staff has also been announced. The animation director is Satoshi Ishino from Captain Earth and Date A Live. Ishino has experience working with director Kenji Nagasaki on No. 6. Additional information including chief animation director and musician have also been divulged. Follow-up reports are still to come as anticipations rise for the broadcast.



5. Sword Art Online II Limited-Time Shop to Open in Shinjuku Alta

The TV anime Sword Art Online is gaining massive popularity in Japan and overseas, and an exclusive shop will be coming to Shinjuku early this summer. A limited-time shop conceived around Sword Art Online II broadcast in 2014 will be opening in the character event space of Shinjuku Alta. Titled Sword Art Online II Guild Shop in Shinjuku Alta, the shop will be open for a limited time from June 3-21. Limited edition items will be on sale, of course, and there will be various displays prepared, giving a chance to be soaked in the series' world. The shop will be located on the fifth floor of Shinjuku Alta and will carry a wide lineup including limited edition goods featuring exclusive artwork and items being sold in advance. Artwork featured on tin badges, keychains and more is available to view on the official site. Also, those who make a purchase will be able to enter a no-lose raffle to win original items. Prize A is a life-size cutout and Prize B is a postcard.

The shop key visual shows main characters including Kazuto Kirigaya and Asuna Yuuki. It has a pleasant feel with the characters dressed in school uniforms and sakura petals dancing in the air. Expect fun items that can only be found at this limited-time shop. In addition to items for sale, the event will also feature life-size cutouts, displays of art reproductions and figures, and more. With the final volume, volume 9, of the Blu-ray and DVD to be released on June 24, this exclusive shop will fire up the series' finale. The original work Sword Art Online by Reki Kawahara is a popular novel currently being published by Dengeki Bunko. It was adapted into an anime in 2012 and Sword Art Online II is the second part of the series. The sequel is comprised of three arcs—Phantom Bullet, Calibur, and Mother's Rosario—and has gained popularity for its different settings for each.



6. Announced! From OreGairu to Re-kan! and Young Black Jack

The TBS Anime Festa will be held again this year, featuring a lineup of popular anime. The event will take place on Saturday, Aug. 8 at the usual venue, the Bunkyo Civic Hall in Tokyo. Once again, it is an occasion not to be missed, simply due to the fact that new information and surprise news is released every year! This will be the 14th annual TBS Anime Festa, featuring a lineup of anime titles that will be broadcast on TBS and BS-TBS. The titles on display this year will be the popular OreGairu and Re-kan!. Also featured will be Aoharu x Kikanjuu, Joukamachi no Dandelion, Young Black Jack, and Lance N' Masques. The main promotional image released shows Makio Kidoin from Lance N' Masques in the center. A truly splendid array of cast members from each series will appear as special guests. Kana Hanazawa, Suzuko Mimori, Mikako Komatsu, Yui Ogura, Manami Numakura, and Saori Hayami are scheduled to appear. As for the male guests, popular voice actors including Takuya Eguchi, Ayumu Murase, and Daiki Yamashita will also make an appearance at the event. Musical guests include Everying! and YuiKaori. The MC for the proceedings will be the TBS announcer Masao Mukai. Tickets will be sold by lottery in advance at Animate stores. They will go on general sale from July 18. Despite being an annual event during the summer holidays, as there is a popular cast in attendance a struggle for tickets is expected. We're looking forward to hearing continuing information about the latest anime titles!



7. Short Anime Series Featuring Delicious Japanese Sake and Food Begins This Summer

Wakako Zake stars Miyuki Sawashiro, and features the theme song "Shiawase no Kaerimichi" by Yuka Ueno. The series will begin airing from July 2015. Twelve episodes in total, running three minutes each are scheduled, and will be broadcast beginning from July 5 on Tokyo MX and Sun TV. The animation production will be handled by Office DCI. Much attention is being paid to this series and how it will depict one person's outlook on the world of sake. Miyuki Sawashiro has been announced as playing the role of the protagonist Wakako Murasaki. Sawashiro previously played the role of Kurapika in Hunter x Hunter as well as Fujiko Mine in the Lupin III series. Furthermore, Yuka Ueno has been decided as the singer of the theme song "Shiawase no Kaerimichi." It is set to be released on July 7. Ueno is currently a high school student from Tokushima Prefecture and debuted as the singer of the theme song of the 2013 film, Hanako of the Toilet. For the release of "Shiawase no Kaerimichi" on July 7, the format will not be CD, but rather a "music letter," which will consist of a special envelope delivered to customers that includes two photographs and a serial code which allows them to download the new song. The two photographs will be selected at random from a pool of 20. Wakako Zake is a manga series by Chie Shinkyu, serialised in Monthly Comic Zenon. Serialization began in 2011, and to date five volumes have been published. The secret of its success is the simple content of tasting sake and side dishes.



9. Ari Ozawa to Voice Character Kurumi in TV Anime "School-Live!"

New information has been released on the official site of the new TV anime School-Live! ahead of the start of the broadcast beginning in July. Ari Ozawa, a member of the cast voicing main character Kurumi (Kurumi Ebisuzawa) has also released an enthusiastic comment regarding her role. A new character visual was also released. The TV anime School-Live! is an adaptation of a manga by author Norimitsu Kaiho (Nitroplus) and illustrator Sadoru Chiba. The series is a survival horror featuring designs with a lovely touch that follows the girls of the Campus Life Club as they fight in a besieged school in a town overtaken by zombies. Directing is Masaomi Ando who is known from the anime adaptations of Fairy Tail and Accel World. Kurumi is a third year student and friend to protagonist Yuki. An energetic girl whose preferred weapon of choice is a shovel and who has excellent reflexes, Kurumi is being played by Ari Ozawa. Ozawa, who has performed as Legris in Maria the Virgin Witch and Nozomi Moritomo in Rolling Girls among others, said enthusiastically regarding her role, "This is my first time taking on a boyish role in an anime, so I'm nervous but very happy. I'm looking forward to all the members of the fun and cute Campus Life Club!" She's challenging herself with a type of character different from what she has played before. The character visual also released is an illustration of Kurumi Ebisuzawa holding her beloved shovel over her left shoulder with a smile on her face and wearing her school uniform. It certainly leaves an impression of her being a cheerful girl. Also, three clips of Kurumi's voice have been released on the character page of the official site. This is a chance to be able to hear the voice of the boyish and energetic Kurumi voiced by Ozawa ahead of the broadcast. New information continues to be released in succession for School-Live!. From hereon, more character voices will be released one after the next including Ri-san (Yuri Wakasa) voiced by MAO and Mi-kun (Miki Naoki) voiced by Rie Takahashi. Fans awaiting the July broadcast should definitely check it out.



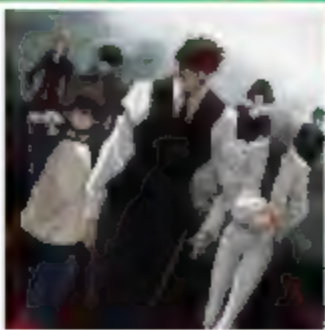
11. Key Visual and New Cast Revealed for "Junjou Romantica 3"; Broadcast Starts in July

New information was revealed regarding Junjou Romantica 3, a new anime scheduled to start airing in July. The revealed contents include the key visual, new cast, and new characters of the anime. The official site was also renewed and reopened and is now distributing the information mentioned above. Being the newest work of a popular series, there are high expectations for the anime, and finally, the project has genuinely taken off toward its July broadcast. Junjou Romantica 3 is the third season of the anime adaptation of the popular BL manga by Shungiku Nakamura. The first and second seasons of the TV series aired in 2008, earning a name for the anime. The story depicts the love affair between the protagonist Misaki Takahashi and Akihiko Usami, an author friend of his brother. This season starts from Misaki successfully passing his college entrance exams after having Akihiko tutor him. Misaki becomes a freeloader in Usami's apartment due to his brother being transferred, and the two of them start living together. Misaki also starts to notice the change in their relationship and in his feelings toward Usami. The key visual shows the main character Misaki being held by Akihiko, giving insight into the relationship of the two. In addition, full body illustrations of six characters were also published, all of them good looking. Just like the previous parts of the series, the third season is also being produced by Studio Deen. It is directed by Chiaki Kon, who is known for her work on the Higurashi When They Cry series and HappinessCharge PreCure! The Movie: The Ballerina of the Land of Dolls. As for the cast, Takahiro Sakurai, who played Shun Ukiya in Gate Keepers and Kiyomaro Takamine in Zatch Bell!, was appointed for the role of the main character Misaki Takahashi, and Hikaru Hanada, who voices Maynard in One Piece and Acuros Obies in Inazuma Eleven GO Galaxy is welcomed back in the role of the super famous novelist Akihiko Usami. Furthermore, Usami's maternal cousin Kuroko Usami will be played by Nana Mizuki who is active in countless anime including her role of Hinata Hyuga in Naruto and Fate T. Harlaown in Magical Girl Lyrical NANOHA Vivid. On the renewed official site, in addition to the information above, visitors can also watch the promotion movie for the Blu-ray Box to release on June 26 on the video page. There is another page titled "Special Contents" which seems to be under construction, so let's look forward to follow-up announcements.



8. Blood Blockade Battlefront Scene Panel Exhibition to Be Held in Animate's Yokohama and Shinjuku Shops

Blood Blockade Battlefront, a series that started airing in April, has finally reached its climax. On May 30, it will advance to episode 9. Meanwhile, Animate is organizing a scene panel exhibition titled "Blood Blockade Battlefront 1st Volume Commemoration Libra Event Photo Exhibition ~Ike! Get a Panel First~" in its Yokohama and Shinjuku shops, the first part held between June 1-14, and the second between June 15-30. In addition, a cut from the newest scenes was released prior to the broadcast of episode 9. The episode, titled "Zapp's Longest Day Part 3," is scheduled to air on May 30. The revealed scene cuts feature numerous characters and are sparkling with the animation style characteristic to Bones. Illustrations of Zed and Raju Jugei Shizuyoshi, who newly appeared in episode 8, were also revealed. Blood Blockade Battlefront is a manga by Yasuhiro Nightow, the same man who authored Trigun among others. It started serialization in 2009, and has 10 volumes published so far. The story takes place in a fictional version of New York, unfolding hot battles on the concept of a "yell the name of the technique then hit" type of manga. The TV anime is produced by Bones, with Rie Matsumoto, who also directed Kyosogiga, as director. The anime contains many original elements not present in the original manga, which, coupled with its heated developments, make it popular among both genders alike.



10. Three Additional Cast Members Announced for "Monster Musume"; New Visual Shows Group of Monster Girls

New information has been announced for Monster Musume (Monster Musume no Iru Nichijou aka Everyday Life with Monster Girls), a TV anime to begin broadcasting this July. The confirmed broadcast networks are Tokyo MX, Sun TV, KBS Kyoto, BS11, and AT-X. Additional cast and an advance screening event were also revealed. A new character visual has also been completed. The gorgeous illustration shows a group of six monster girls. With artwork for the new characters and cast comments also released, things are picking up for the broadcast. The fantasy love comedy follows main character Kimihito Kurusu and the unique monster girls that begin freeloading at his house. At this time, castings have been released for three new characters. Voicing Suu the Slime is Mayuka Nomura, voicing Mero the Mermaid is Haruka Yamazaki, and voicing Rachnera, an Arachne whose lower body is that of a spider's, is Sakura Nakamura. They will play cute monster girls along with Sora Amamiya (MiiA), Ari Ozawa (Papi), and Natsuki Aikawa (Centorea). An advance screening event is also confirmed for June 27 at Odaiba Cinema Mediage. This will be a chance to see the first two episodes before anyone else. Six members of the monster girl cast are confirmed for appearances at the screening event. What kind of discussions will leap out are not to be missed. Advance tickets will go on sale on Ticket Pia on June 6 at 10:00 a.m. Tickets cost 2,000 yen (tax included). In other news, the theme songs that will color the series have also been decided. The opening theme is "Sakousoku Fall in Love" by the six monster girls, and the ending theme is "Hey! Sumisu!!" by Sumisu with Mon (Sumisu, Zombina, Manako, Tionishia, and Doppel). Cast members for these characters will be announced in the coming days, so look forward to a follow-up report. Each song will be released as a single on Aug. 19. They will each cost 1,296 yen (tax included).



12. "Sakurako-san no Ashimoto ni wa Shitai ga Umatteiru" TV Anime Broadcast Confirmed for Autumn 2015

An anime adaptation for Sakurako-san no Ashimoto ni wa Shitai ga Umatteiru (A Corpse is Buried Under Sakurako's Feet) was announced in February of this year, and now it has been confirmed for broadcast this fall. Also released are the key visual and information on the main staff. Sakurako-san no Ashimoto ni wa Shitai ga Umatteiru is a light mystery novel by Shiori Ota published by Kadokawa Shoten. Up through volume 7 has been published and the series has broken through 600,000 copies in print. The series has won countless awards as a web novel serialized on E Everystar, including Best Work in the mystery category of the E Everystar eBook Awards and Best Work in the Kaito Royale Novel Awards. The series is illustrated by Tetsuo who has also created the main artwork for other light novels such as Utsuro no Hako to Zero no Maria. The main visual shows main character Shotaro Tatewaki and heroine Sakurako Kujo. The story is set in Asahikawa, Hokkaido and depicts the main character getting wrapped up in an incident involving bones, something the heroine is fond of. Released at this time, the main staff includes animator Makoto Kato as director and Makoto Bessho, who directed Shangri-La and worked on Attack on Titan among others, as assistant director. Animator Michio Sato, who worked as animation director on Oreimo and Aldnoah.Zero, is the character designer and chief animation director. Series composition is being handled by Takayo Ikami who is also widely active as a novelist, and the animation is being produced by Troyca who also handled Aldnoah.Zero. With this release of the visual, it seems much more information is on the way.



Martial Art Anime


Martial arts are self defense techniques that heavily involves training and are rooted back since old tradition. People practiced these arts in the ancient time for many reasons: self protection against bandits or bad people, or as a mean to conquer a nation through a massive scale barbaric war, or for sports like in the ancient Greece, or for health like Tai-Chi in Chinese culture or even to achieve a higher social status in the society like Japanese samurais in the past.

These techniques can have varied applications such as self-defense, psychological health or advanced use of weaponry, amongst others. Many anime particularly action shonen anime has been based on martial arts genres such as: Naruto, Rurouni Kenshin, Bleach, and Dragon Ball Z. Characters in these anime often spend much of their time training to defend their friends or the world from enemy threats, participate in competitions in an honor of their culture, or develop their health and spirituality. Usually the strength of the characters would be somewhat superhuman and the techniques they are using as well as their abilities will be totally exaggerated and mind blowing to make the series more wonderful and eye-feasting to the fans adding the wow factor of the anime series itself. But the real martial in Asian culture, particularly with Japanese culture, has been very realistic and has been part of the culture for millenniums. With a vast different style; from karate, kendo, jiu-jitsu, aikido, kempo, ninjitsu and many more; martial arts beauty lies in its beautiful but deadly form and its artistic yet powerful way of defending oneself.

So what made it so fascinating until it has been adapted into many successful anime and manga series?! The answer for that is because the deep philosophy behind it continues to fascinate human. As human interest in it increased, it has been illustrated into many types of media to express human fascination and imagination on what a powerful martial arts can be, in particular pushing the limit of human body ability and boundaries. Many people in Japan sees martial arts as a historical phenomenon as its rooted since ancient time. With their imagination ran wild with many possibilities of how the ancient time's people were actually developed martial arts techniques and how the ancient folk tell tales about supernatural power that the ancient martial artists possessed, some mangaka even imagine if it can be practiced in modern times.

There are so many possibilities and the best way to share one's imagination is by sharing your thoughts to other via drawings, either in form of graphic novel or anime series and thus, many shonen action series emphasized their stories in martial arts genre. One mangaka imagined the power of a man who has been trained in an ancient secret martial arts style to save the world in despair, in a harsh post apocalyptic distant future which resembles the world of Mad Max. How someone with such a power can stand up to defend the weak and become the champion of the poor against their violent and ruthless oppressors who also possessed similar secret martial arts skills. This anime turned to be the very first hit martial arts anime in the 80s, which is known as The Fist of North Star.





Another mangaka, which is Akira Toriyama, imbued the beauty of martial arts with some fantasy and science fiction aspects to create such a massive franchise which tells the story of a powerful extraterrestrial Saiyan man who came down to Earth from Saiyan, possessing great power and potential much like Superman and having been trained by earth mightiest warriors and protector Gods of Earth realm to later on become the strongest warrior to defend the Earth. Who doesn't know this story from Dragon Ball Z?! A famous loose adaptation of Journey to the West which has become one of the most epic and legendary martial arts anime this world has ever seen. Its story and action fights are so epic that many western comic fans believed that the power and background story of Son Goku from DBZ can only be compared with Superman from DC Universe.

Many other anime has been inspired by one of the Japanese martial arts most illusive killing style, one that seems to be mystical and full of mysteries, such as Ninjitsu. And this can be seen in a few ninja theme anime like Naruto, Ninja Resurrection and so many more. It is without doubt that many historical and legendary ninjas like Hatori Hanzo and Jyubei Yagyu who are famous because of their legendary feats and mythical abilities, has been made into ample of protagonist characters in many anime and manga series to add on the realism aspect of the stories.

This examples shows that not only anime and manga industries adapts many of the techniques of martial arts into their storyline backdrop, but historical martial artist figures like Bruce Lee, Hatori Hanzo or some historical Samurai figures like Saito Hajime; the captain of the Shinsengumi squad in Bakumatsu era, and even Miyamoto Musashi; the legendary Japanese samurai who never lost a single battle, also being used as staple protagonist heroes in many manga and anime series. This was done to add on more realistic settings on the stories' historical backdrops. Nowadays, many martial artists began to pose for movies and show their talent and their cool techniques through the movies and more and more of these have been adapted from live action into anime series. This shows that martial arts have long been one of the most favourite genre in the movie making industry and of course, in the manga and anime industry as well.



Knights of Sidonia: Battle for Planet Nine

Genre : Mecha, Science fiction

Written by : Tsutomu Nihei (manga), Sadayuki Murai (television)

Published by : Kodansha

Directed by : Kōbun Shizuno, Hiroyuki Seshita

Music : Noriyuki Asakura

Animation Director : Kouji

Producer : Ryu Hashimoto, Kenji Ishimaru, Takahiro Yamanaka, Yoshihiko Yamazaki

Knights of Sidonia is a manga series by Tsutomu Nihei, published by Kodansha in their magazine Afternoon. The manga series has been published in English in North America by Vertical. An anime television series adaptation, produced by Polygon Pictures, aired between April and June 2014 and a second season is in production. The localized series is available for streaming exclusively on Netflix in all its territories as part of its original programming.

The story follows the exploits of Nagate Tanikaze, who lived in the underground layer of Sidonia since birth and was raised by his grandfather. Never having met anyone else, he trains himself in an old Guardian pilot simulator every day, eventually mastering it. He emerges to the surface and is selected as a Guardian pilot after his grandfather's death with hope he can defend Sidonia from the Gauna's attack using all the combat expertise Nagate learned from him.

Synopsis:

It's been a thousand years since the Gauna, a strange alien race with no known method of communication, destroyed the solar system. A portion of humanity managed to escape using enormous "seed ships" like the Sidonia, which have allowed them to maintain the population while drifting through space. Nagate Tanikaze is a young man who has been raised deep in the bowels of the ship. When he goes into training to pilot the huge robotic weapons known as Gardes, Nagate is entrusted with piloting the legendary unit known as Tsugumori. Nagate and his fellow pilots put their lives on the line against the Gauna, in the ultimate battle for the survival of humanity!

The story is set in a distant future, a thousand years after humans flee from Earth, after it was destroyed by shape shifting gigantic alien monsters called Gauna aboard massive spaceships created from the remains of the planet. One of such ships is "Sidonia", which has developed its own human culture closely based on that of Japan where human cloning, asexual reproduction, human engineering such as human photosynthesis are commonplace. It is also revealed that the top echelons of this society have secretly been granted immortality. With a population of over 500,000 people, Sidonia is possibly the last human settlement remaining as the fates of the other ships are

unknown. Little is known about the true nature of the Gauna or their motivation for attacking humanity. Each Gauna has a near invulnerable core protected by a huge mass of material known as the "placenta" most commonly called "Ena". Once the placenta is shed away and the core is destroyed, the Gauna's body disintegrates. Sidonia is defended by large mechanized weapons called Gardes whose weaponry and mobility is powered by "Heigus particles", armed with a high output cannon for long range assaults and a special spear known as "Kabizashi" for close combat. The tip of the kabizashi is made of an elusive material which has the unique property of being able to destroy a Gauna's core. Later the Guardians are also equipped with firearms whose ammo have the same material of the Kabizashi after a means to artificially mass-produce it is discovered. Most people in the surviving human population are screened and drafted as Guardian pilots at a young age, if they are shown to be capable of piloting them.

Reviews:

The sound (10/10) :

Completely exceeded my expectations. I highly recommend if you have a pair of fantastic headphones, use them. The quality of the sound during the encounters versus the Gauna were some of the best I have ever heard. Once I put on my headset and listened, I was completely immersed. The engines roaring, weapons firing and so-on, you could tell the studio paid especially close attention to the details and it was phenomenal

Overall (9/10) :

Sidonia no Kishi is an amazing anime that should not simply be overlooked. The CGI, while may take some getting used to for some, is an integral part of the anime and those whom give it a chance will see why. Even for those with a dislike of mecha I'd recommend this to as the major focus on character interactions, fantastic sound and breathtaking action all put into one package makes this one of the greater Sci-fi mecha anime out there to look out for. Out of all 12 episodes there was not one that was uneventful and it continued strong from start to finish

Art (9/10) :

The world is brought to life using CGI which is what gave me the first impression that it would be underwhelming. In-fact, I felt rather unsettled seeing the CGI, but moving forward giving the anime a chance I realized there would be no Sidonia no Kishi without it. The CGI is used masterfully for every scene and whenever it was time to buckle up and fly into the heat of battle the action was on a completely different level from anything else thanks to it. While it did take some getting used to for when we were simply watching our characters walking around, it became no problem soon enough and well worth it to just see the Gardes in action



Rating
6/10

Nisekoi

Synopsis

Raku Ichijou is a supposedly "average" high school student with a secret: he happens to be the sole heir to the head of a dangerous Yakuza Family called the Shuei-gumi. Raku also has another secret he had made a promise ten years ago...a secret pact with a girl he had met while playing in the countryside. They told one another that they would "get married when they reunite," and since then, Raku has never let go of the pendant the girl gave him, though he has yet to figure out who the girl actually was.

Then one day, a beautiful but hot-headed girl named Chitoge Kirisaki transfers into Raku's class, and the two immediately don't get along. Worse, it turns out that Chitoge is the only heiress to a rival Yakuza Family, whom the Shuei-gumi is trying to make peace with; Raku and Chitoge are forced to pretend to be lovers, much to their chagrin. Raku, in reality, is far more interested in his demure classmate Kosaki Onodera (and oblivious to her own affections towards him), while also still being in love with the girl from his past....he'll have to suppress his feelings while he and Chitoge bear with each other as best they can. And of course, with this being a harem, there are more girls in the mix...

Review

Nisekoi, is one of the most insanely popular anime series that I know of. During its initial airing in 2014, it seemed to me that every other story on Anime News Network was related to either the show, its promotional materials, or its merchandise, to an extent that only Attack on Titan has rivaled of late.

To be sure, Nisekoi is a beautiful-looking series. Akiyuki Shinbo of SHAFT clearly knew that he had a blockbuster on his hands and spared no expense in regards to the design and cinematography of this show: it's colorful, vibrant-looking, and full of small visual details that will make any fan of Madoka Magica happy on that front. Indeed, when compared to SHAFT's Mekakucity Actors from the same season, it's obvious that a majority of the studio's resources went to making girls blush, sparkles fly, and clothing twirl in this series; its rather drab-looking counterpart, in contrast, screams of having been done on a low budget, a situation which also plagued Madoka Magica and the far superior Ground Control to Psychoelectric Girl when they were airing. Nisekoi is chock full of SHAFTisms, from their trademarked headtilt to close (sometimes creepily so) shots of moving bodyparts to the use of unusual flowered and checkered textures, and it's really quite astounding-looking, even if it doesn't really add up for much of a thematic purpose: the second ED sequence's use of quilted

patterns reminds me strongly of the use of such patterns to define the appearance of the witches in Madoka. Speaking of the music, it's also a good effort, with the soundtrack being pleasant and the duo CLARIS contributing several nice opening themes.

Nisekoi otherwise known as Fake Love... You know, there are some titles that are strangely fitting like Yahari Ore no Seishun Rabu Come wa Machigatteiru (long name I know, but it does the job), and there are others like Nisekoi that are not so fitting. I mean sure, the premise of Nisekoi is a guy called Raku makes a promise with a girl 10 years ago that one day they'll meet again in the future and they'll unlock the pendant that he has with the girl's key. Raku then ends up in a fake romantic relationship with Chitoge because both families would kill each other otherwise even though he actually likes Onodera. He doesn't remember who the girl from 10 years ago is, and the story continues from there. Sounds like fake love so far, right? No, just no. This anime should really be named "Niseprogress." "Fake progress" because that's what a lot of this anime consists of. Tons of attempts at making the characters grow closer only to pull them apart at the last moment and block any chance of development. When a show's genre is romance, even if it may be a romcom, I expect the characters and the relationships between the love interests to grow and evolve over the course of the show at least a little bit.

Indeed, for those who are, in general, fans of the harem genre, I can understand the appeal of this series: the female characters are indeed very cute. This is the point, however, at which I feel my understanding of the series diverges from the narrative I've encountered. In general, I'm not much of a fan of harem series, given that they often feel like exercises in wish fulfillment to me (if not downright creepy or sexist in some cases), but while Nisekoi certainly has admirers who are harem fans in general, there's a large contingent that has referred to it as transcending the genre. I don't see Nisekoi as breaking the bounds of harem, however; rather, I see it as exaggerating some of its key traits, in what feels to me a highly self-conscious self parody that coexists with the series' still wanting to be treated as a harem series. It is for this reason that I think the series just doesn't work, hence I recommend this anime to those hardcore harem fans who doesn't mind anything else apart of the cute harem girls and imaginative storyline. But those who seeks a more realistic and less typical harem story, this anime might not be suitable for you.





Arslan Senki

Synopsis :

In the prosperous kingdom of Pars lies the Royal Capital of Ecbatana, a city of splendor and wonder, ruled by the undefeated and fearsome King Andragoras. Arslan is the young and curious prince of Pars who, despite his best efforts, doesn't seem to have what it takes to be a proper king like his father.

At the age of 14, Arslan goes to his first battle and loses everything as the blood-soaked mist of war gives way to scorching flames, bringing him to face the demise of his once glorious kingdom. However, it is Arslan's destiny to be a ruler, and despite the trials that face him, he must now embark on a journey to reclaim his fallen kingdom.

The Story :

The story has a potential to become really great, with 19 episodes left a lot can happen. It's full with intrigue and betrayals and in a way that reminds me of Game of Thrones. The Pars empire isn't perfect,, there's slavery, corruption, poverty and only a small fraction of the population has a good life. The Lusitanians on the other hand don't use slaves but they try to impose their religion on different people and nations, even by using torture or killing everyone who opposes them, this makes the world of Arslan Senki more realistic and vivid. the anime is based on Hiromu Arakawa's manga adaptation of Yoshiki Tanaka's novel series, which is in turn based on the Persian(Pars or Persia) epic of Amir Arsalan. Arslan Senki is pretty much inspired by Cyrus_the_Great and Shahnameh (Darius,Tahamenay,Shapur ...)as a Persian .

Art : (8/10) : The art is not stellar, but it doesn't let down either, the most exciting parts are the massive battles and sieges . so, for every character design looks a lot a like the one from Full Metal Alchemist.

Characters :

The main character, Arslan, the crown prince of the Pars empire is in a young royal successor-guardian relation with Daryun, which reminds me a lot of other similar relations in anime like: Yona - Son Hak(Akatsuki no Yona),Chagum-Balsa(Seirei no Moribito) and so on. Narsus is a formidable strategist and statesman who nevertheless regards himself an artist first and foremost. The Ost is so pretty and perfect



Ninja Slayer From Animation

Synopsis:

Ninja Slayer series is about a normal salaryman Fujikido Kenji who hates ninjas so much due to his family being slaughtered by a bunch of rogue ninjas and he got possessed by the Spirit of Naraku Ninja and become a ninja himself to exact revenge carving a bloody path around Neo-Saitama. That's basically it.

Review:

That is about the crux of what you need to know about the plot of Ninja Slayer. There is one other thing you need to know however, nearly every bit of promotion for the series you likely saw before going into it was a carefully orchestrated bomb. If you had bought into the PVs, you would be lead into believing there would be nothing out of the ordinary. You'd be getting a super-serious action series about a rogue ninja in a cyberpunk world hunting his own. But that's not what was delivered to the eyeholes of the masses. Every bit of the series was specifically designed to troll the viewer. The audio is presented in monaural format, the video is cropped to 4:3, the animation is nothing more than stills of the character designs being pushed along the screen for most of the series. Usually these would be major knocks against the series, but it contributes to an experience that was probably the most sheer, balls-to-the-wall, laughing from the gut fun I've had with an anime's first episode since Panty and Stocking with Garterbelt.

If the format of Ninja Slayer From Animation seems familiar, it's because director Akira Amemiya and animation studio Trigger did much the same with Inferno Cop. The only difference here is the episodes are about four times longer, and the show is also about ninjas eating sushi and kicking each other's asses. Unlike Inferno Cop however, there are fully animated sequences littered here and there, acting as maybe half of the overall episode. These sequences usually happen during scenes of action. Ninja Slayers' default style can't handle. While done simply, are smooth enough to be occasional treats when they show up. It also makes the moments the scene abruptly changes back to the paper cutout style of animation that much funnier.

Of course, being a story by American authors, these ninjas are greatly exaggerated. Super moves are thrown left and right, ninjas bow to each other and formally introduce themselves before they fight. Honestly, the series seems more like an Adult Swim parody of ninja anime (in the style of Perfect Hair Forever). It's not a sense of humor for all tastes, but it does play nicely with the American sensibilities that ninjas were more than assassins trained to kill with farming equipment.

The first thing you'll notice I'm sure is that this series is in standard definition format and the budget is either really low or it's blatantly made to seem so. It almost has to be intentional since it's so poorly done and is also considered an "original net animation" with a full blown TV series planned for 2016. The first couple minutes sees a fallback on repeated sequences for added humor and an extremely limited use of animation in terms of actual movement. At first I thought maybe this was supposed to be a TV show within the show itself. Then I started realizing nope...this is the show itself.

Some explosions use non-animated stock, character close-ups can appear gawd awful, and some special effects look almost like MS Paint was the preferred editing tool. The consistency of animation style is non-existent and the color palettes are very testing at times. Splicing in rendered textures and primary bold colors look poorly done that the development team is either trying to pay homage to cheesy low-budget 90s movies that thought this type of CGI looked cutting-edge, or they literally had too small a budget to afford anything more.

If you enjoy watching stupid, and I mean stupid stuff with friends late at night or are really just that curious, then by all means this one is easily the most bizarre recommendations I could muster up for you. Other than that this one so far is a stinker. Cept the intro...that was halfway decent.

Rating
4/10

Fate/Stay Night Unlimited Blade Works: Season 2

Synopsis:

Fuyuki City—a city surrounded by the ocean and the mountains becomes the setting for an age-old ritual. To realize the mythical Holy Grail, which is said to grant any wish from its possessor, seven masters are given seven heroic spirits chosen by the Grail. These heroic spirits or servants are: Saber, Lancer, Archer, Rider, Caster, Assassin, Berserker. Each master will enter into a contract with their assigned servants and battle the other masters and servants to the death until only one pair remains to claim whatever they wish for. This is the Holy Grail War.

Review :

Fate returns, with an episode that felt like a very strange reintroduction to the universe. There were a couple of long conversations between servants and masters, with both Rin-Archer and Souchirou-Caster testing the strength of their relationship, and then a showdown between Rin and Caster over the fate of Saber. After a whole bunch of CG pyrotechnics, Archer ends up betraying Rin for the winning side, letting Rin and Shirou limp off to lick their wounds. And then it's confession time, as Shirou finally admits his feelings for Rin in an unexpected moment of honesty beneath the stars.

This episode really felt like it should have gone at the end of the first season. All the conflicts built to here - Archer betraying Rin, Shirou stepping in to save her, his ultimate confession - felt like proper conclusions to the threads built up in the show's first half, and sticking them all in the first episode three months removed made their resolutions feel oddly unsatisfying. The show is now actually set up for a newly formatted second half, with Rin and Shirou now completely servantless and firmly allied, but this felt like we were catching up by watching a last-season finale episode that all of us just never got around to watching.

At the end of Unlimited Blade Works we were left with a rather monotonous and filler-full episode. Season 2 kicks off with a rather hefty amount of character development and back story to further develop the overarching story as a whole. It's clear and concise and creates a competent understanding of who the characters are, and what they are fighting for. These episodes might be slow, but they are certainly important. The story thus far has unveiled some major plot events that are fundamental to the story. We begin to understand the backgrounds and motives of several characters; most notably Caster, Archer and Ilya. My thoughts on said story, have been for the most part positive; It introduces us to some more serious themes, which seemed lacking in the first season.

The first season felt more like a Slice of Life between Emiya and Rin, Where as the second season begins to unravel the hidden subtleties that the viewer may not have initially picked up on during the first season such as Rins Locket. It keeps the viewer intrigued to what is to be revealed, as the first few episodes have built up a lot of tension, I presume the pay-off created should be equally as great. The art has been largely the same as the first season, some scenes are noticeably jaw-dropping in terms of animation quality. These scenes are especially apparent in Episode 16, You can't help but squander over the artistically animated landscapes and amount of detail put into the scenery. The battles, albeit few have truly piqued in terms of raw animation quality, which have been crafted even more beautifully than its predecessor.

RATING
8/10



The Disappearance of Nagato Yuki-chan

Genre : Romantic comedy
Directed by : Jun'ichi Wada
Written by : Touko Machida
Music by : Tatsuya Kato
Illustrated by : Puyo
Published by : Kadokawa Shoten

Synopsis:

The Disappearance of Nagato Yuki-chan (長門有希ちゃんの消失 Nagato Yuki-chan no Shōshitsu?), also known as The Vanishing of Nagato Yuki-chan, is a Japanese manga series written and illustrated by Puyo. The series is a spinoff of Nagaru Tanigawa's Haruhi Suzumiya light novel series, and is based on the alternate universe originally featured in the series' fourth volume and feature film, The Disappearance of Haruhi Suzumiya. The series began serialization in Kadokawa Shoten's Young Ace magazine from July 2009 and is licensed by Yen Press. An anime television series adaptation by Satelight began airing on April 3, 2015.

On December 18, 2013, which refers to a pivotal date depicted in The Disappearance of Haruhi Suzumiya, the official website for the Haruhi Suzumiya series "vanished" and was replaced by a fake error page containing a hidden link revealing that an anime adaptation of The Disappearance of Nagato Yuki-chan was in production. A year later, on December 18, 2014, the site revealed the staff and cast for the series. The series is being produced by Satelight with direction by Jun'ichi Wada, series composition by Tōko Machida, and character design by Ikuko Ito. Additionally, the cast of The Melancholy of Haruhi Suzumiya anime series reprise their roles as the main cast. The series began airing in Japan from April 3, 2015. An original video animation will be bundled with the manga's ninth volume on October 26, 2015. The series has been licensed for streaming in North America by Funimation, who are simulcasting the subtitled version as it airs and are currently planning a broadcast dub version. The opening theme is "Furefure Mirai" by Hokkō Bungei-bu Onagokai (Minori Chihara, Natsuko Kuwatani, Yūko Gotō, Yuki Matsuoka, and Aya Hirano), and the ending theme is "Arigatō, Daisuki" by Minori Chihara.

Reviews:

Nagato Yuki-chan no Shoushitsu is quite different from the original Haruhi storyline because here everything is about Yuki Nagato. In fact, a very different Nagato from before. Now, she has a personality,

previously cold, plain, very shy, cute, clumsy girl.

So, the story begins with Nagato, Kyon, and Asakura (the alien girl who tried to kill Kyon, please you don't remember) as the only members of the Literature Club with Nagato as the President. And the main plot seems to revolve around Nagato trying to muster the courage to confess her love to Kyon and win him over and their adventures in the Literature Club. The rest of the cast is introduced soon enough and the show does in a way that it does not seem too awkward. (Remember Haruhi forcing everyone else. Yeah, that's gone too) But the most important thing to me was how they were gonna introduce Haruhi (and that esper guy Koizumi) who are now at a totally different School.

The characters and their behavior and personalities. The most part of these claims linked to Kyon himself. I mean, really like the original one, because, well, he was not just another typical Japanese schoolboy, which type is widespread in most of series I have seen. His monologues, ironical and skeptical behavior to almost everything, his non-stupidness and self-possession in the face of events happening to him were one of the most attractive point of whole series. And what had I seen they just leave behind his whole personality and replace it with something like Taniguchi's one.

Good job, producers, he is "perfect one" for male lead role. So this Kyon doesn't even look alike the original one (even in the beginning of first season). Another my claim is not about personality of Haruhi Suzumiya, which is elaborated at a good level, but about her awaking feelings for Kyon. Well, it's ok, and moreover even expected, but still it looks a little bit unnatural. I mean, if their relationship takes much more screen time of the episodes it will be much more logical, but what I've saw they know each other much more less than one month, talked few times and somehow after the only one moment during which they could just talk in private, Haruhi somehow discovered her feelings. Even if I leave apart her attitude toward romantic relationships, I just can't believe in such a nonsense. Tsuruya's and Ryouko Asakura's personality is just fine and there isn't anything to complain about, they are still taking care of Mikuru and Yuki. On the other hand, Nagato's personality is quiet well done, she definitely is just a shy girl with lack of self-reliance, and that is how it should to be.



DRAGON BALL Z

復活のF

ふたつのF

Directed by : Tadayoshi Yamamuro
 Screenplay by : Akira Toriyama
 Based on : Dragon Ball by Akira Toriyama
 Music by : Norihito Sumitomo

Production company : Toei Animation
 Distributed by : Toei Company 20th Century Fox
 Release date : April 18, 2015
 Running time : 93 minutes
 Country : Japan

With their power dwindling due to the absence of their leader, the remnants of Frieza's army are led by an alien named Sorbet, who decides to revive their master. He then sets off to Earth with one other minion, Tagoma, where they convince Pilaf, Mai, and Shyu, who have collected the Dragon Balls, to let them summon Shenlong. Instead, as Shenlong is unable to fully revive Frieza, he brings him back to life in pieces, and his minions put him together using their advanced technology. Once restored, Frieza kills Tagoma and learns that Goku got much stronger, to the point of defeating Majin Boo, and that he decides he too needs to become more powerful. Frieza reveals that, since his power was inborn, he had never trained a day in his life, and so he trains himself for the first time, before returning to Earth with his army six months later. Just as the Galactic Patrolman travels to earth to warn Bulma that Frieza is approaching, and she gathers the other warriors to fight him. With Goku and Vegeta training on Planet Beerus with Whis, unaware that Frieza has been revived, Gohan, Piccolo, Krillin, Master Roshi, Tenshinhan and Jaco fight off Frieza's soldiers.

Bulma's message eventually reaches Whis, and Goku and Vegeta travel back to Earth to fight Frieza. Whis and Beerus join them in order to eat a strawberry-flavored dessert Bulma has prepared for them. Goku fights Frieza first by transforming into the blue-haired Super Saiyan God Super Saiyan, and Frieza transforms into a new "Golden Frieza" form. Goku ultimately gains the upper hand, but he is shot in the chest by Sorbet. Frieza stands over the incapacitated Goku and offers Vegeta a chance to kill Goku for him in exchange for his own life. Vegeta refuses and transforms into the blue-haired Super Saiyan God Super Saiyan form as well, much to Frieza's shock. Vegeta tells Krillin to revive Goku with a Senzu bean. As the latter moves to do so, Frieza attacks him, but Vegeta intercepts and deflects Frieza's blast towards Sorbet, killing him. Vegeta attacks Frieza, eventually causing him to revert back to his base form, who then realizes that he cannot win. Frieza decides to destroy the planet, killing Vegeta in the process.

Earth is destroyed, but Whis creates a bubble around a small piece of rock to protect himself, Beerus, Bulma, Krillin, Gohan, Goku, Master Roshi, Piccolo, Tenshinhan and Jaco the Galactic Patrolman. While Bulma despairs, Goku expresses his regret that he didn't kill Frieza when he had the chance. Whis tells him that he has the power to set back time but

only three minutes earlier. He does so, and they arrive back right before Frieza destroys the Earth. Goku immediately attacks with a Kamekameha and kills Frieza.

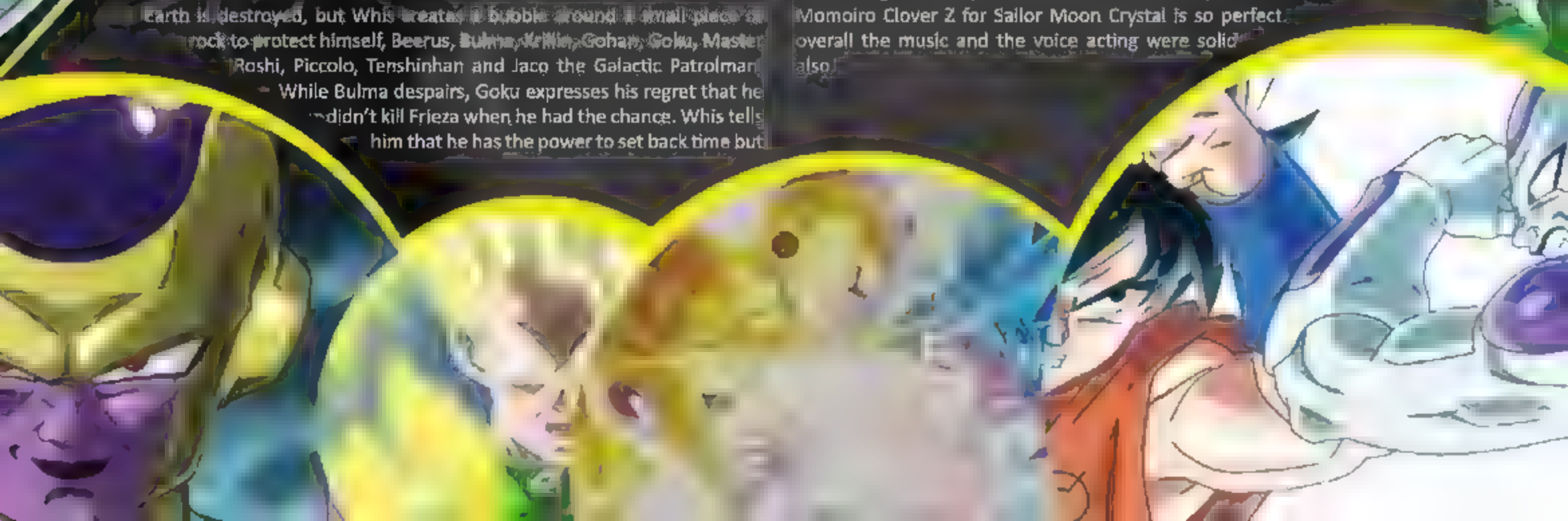
Like the previous film, the music of *Fukatsu no F* was composed by Norihito Sumitomo. The theme song *Chika-La* by the idol group Momoiro Clover Z with Toei producers saying each member is a fan of the series. The song was released as a single on April 29, 2015 and includes a cover of Hironobu Kageyama's *Chika-La Head-Cha-La*, the original opening theme of *Dragon Ball Z*. An English language version of the song has also been recorded for use in international versions of the film. Maximum the Hormone's 2008 song "F" appears in the film during the fight scene. The film's original soundtrack, containing 22 tracks, was released on May 8, 2015.

REVIEWS

The movie moves at a pretty moderate pace but the final fight dragged a little longer than it should have as the original anime series did with its fights. This movie makes use of its cast (Krillin, Roshi, Tenshinhan, Piccolo and Gohan) but the way Gohan and Roshi are used is a little strange. The soundtracks are pretty good especially Frieza by Maximum the Hormone really Kicks Ass!! No surprise if you've heard their other hardcore soundtracks from other animes such as *Death Note*.

The characters in this have great interactions among the cast with others like Krillin, Master Roshi, Gohan and Piccolo being shown to what they are doing since the last movie and from that also includes some special added characters in the film, some of course being familiar and other you will find out about eventually. Like calm before the storm until Frieza's entire army and Frieza himself appear to get ready for an all out war with the earth at stake.

For the song *It's Frieza's Determination* in general, when Frieza is brought back, there is this heavy metal song which suits the character but the ending theme by Momoiro Clover Z to me just doesn't fit. Momoiro Clover Z for *Sailor Moon Crystal* is so perfect. Overall the music and the voice acting were solid also.



Blood Blockade Battlefront

Jerusalem's

Leo is on a sort of journey of redemption. He first came to the city with his family, including his wheelchair-bound sister, six months previously. Some sort of supernatural being appeared and commanded Leo and his sister to choose. One would be given special sight, the other would be struck blind. Leo got the gift, and now he is in the city hoping to make enough money to somehow help his sister.

Leo's new talent isn't all that obvious at first, but from the beginning it's clear that he can see things that other people can't. We first see that when a monkey steals his camera—a monkey that only he can see. While he is chasing the monkey, Leo gets caught up in a violent incident and then dragged off, in a case of mistaken identity, to the headquarters of Libra, a secret society that is sort of an underground resistance fighting the evil and chaos that dominates the city. All the members of Libra have some sort of special gift, and by the time the other members realize Leo is not the guy they were looking for, they have also seen him use his special vision, and they realize he can be a valuable member of the team.

I would be worried if Libra was in charge of my well being, because they are the usual bunch of dysfunctional manga misfits: Zap, a thin, cigar smoking cynic who fights by forming blood into different shapes; Klaus V Reinhertz, their leader, a quiet, brooding type; and Chain Sumeragi, the resentful, big-breasted woman of the group, who specializes in intelligence gathering. They don't get along particularly well—insults and fistfights are the order of the day—but of course when faced with a threat, they come together quickly.

Nightow quickly sketches out his hero and the Libra team and then sets them in motion; clearly he prefers action to exposition. The action is, frankly, rather hard to follow in places. The monster lacks a head, which gives it a weird, unformed look, and the fights dissolve into clouds and speed lines, so it's hard to see who is doing what to whom. There are also a lot of gaps in the story, and Leo's story remains vague. Still, the basic outline of the story, figuring out where the monster will show up next, dodging the damage when it does appear is pretty clear, especially because Femt appears as a sort of commentator on the action. The Libra team works together solidly and quickly accepts Leo as one of their own.

In the end, it boils down to a matter of taste. Blood Blockade Battlefront is a good choice for viewers who like a lot of action and don't mind being dropped into the middle of the story, without a lot of setup. Basically, in other words, Blood Blockade Battlefront is your basic chase-the-monster-to-save-the-earth sci-fi manga, with a few twists to make it more interesting.

Synopsis:

So here's the low down on the anime Blood Blockade Battlefront: everyday apprentice journalist Leonard Watch, a completely normal boy who happens to have the eyes of a god that allow him to see across time and space (not so normal apparent y...) Leo has found himself in quite a comedy of the absurd, after biting off far more than he can chew in the big city months ago in search of a cure for his sister's ailing legs. Or, at least, Hellsalem's Lot (formally NYC) is as much of a city as you can call an extra-dimensional portal into all things spooky. Humanity's main protection is both a mysterious gate and secret society named Libra, a conglomerate of super beings with unexplained abilities (there's lots of synonyms for "secretive" can be used in these first episodes, it seems). After a freak encounter with a powerful demon in a city leaves Leo's sister blind and the two orphaned, he finds himself an involuntary resident of the city, doing what he can for himself and his sister.

Until, that is, an everyday deluge of chaos leads Leo, an innocent bystander in the muck, to get involved in the circus. A case of mistaken identity (and a supersonic monkey) brings him to Libra, and his mysterious powers subsequently leads him into being their newest rookie. Leo doesn't quite understand how his powers completely work, let alone how they're supposed to be useful or how he's supposed to go forward with his new career, but he decides that it's a good way to help his sister and regain what was lost.


Review:

Ok, yes; that synopsis was totally disjointed, info-dumpy, and difficult to parse; but that's appropriate for the show's narrative, which is so fast pasted and information-heavy, you'll find yourself having to rewind the stream once or twice, or even give the episode a second viewing on occasion just to digest what's been flying across the screen. Director Rie Matsumoto rises to this wakadoodle challenge, however, making clever use of frame space that allows the audience to quickly grasp loads of environmental information while zipping around the city. The overarching aesthetic choices are also fully enjoyable, in addition to our dynamic and dirty cityscape, we're treated to a nice palate of unique and creatively disgusting monsters and equally bloody imagery. All of this integrates rather nicely with the jazzy music that's more of a background piece than an emotional signifier, finding a nice little home in the action scenes.

Leo, the main character, starts out as your basic shonen manga hero, a bit self effacing and not particularly talented. At the beginning of the manga, he can't even afford a hamburger. Leo has come to

Rating
8/10



The background of the entire page is a collage of artwork from the Attack on Titan franchise. At the top, there's a banner with the text 'Anime Preview'. Below it, the title 'Attack on Titan' is written in a large, stylized font, with 'The Live Action Movie' underneath it. The main body of the page contains several paragraphs of text. At the bottom, there's a section titled 'Review: Story Mode hits all the major plot points of the anime' and a vertical Japanese text '世界は、残酷か。' (The world is cruel, isn't it?). The bottom right corner features a close-up of a character's face, likely Eren Jaeger, with a determined expression. The overall color palette is dominated by the warm, fiery tones of the background art, with a mix of reds, oranges, and yellows.

Anime Preview

Attack on Titan

The Live Action Movie

Based on the hit "Attack on Titan" anime and manga, players will defend the three Walls from invading Titans as a member of the elite Scout Regiment with their omnidirectional mobility gear and blades. Based on the upcoming Japanese remake of an earlier Attack on Titan game, Humanity in Chains will be the first Attack on Titan game to reach North American shores, and will release exclusively on the Nintendo eShop for Nintendo 3DS in early 2015 with the original Japanese audio and English subtitles.

The features for Attack on Titan: Humanity in Chains include:

Story Mode : As a member of the elite Scout Regiment, defending the outer walls from the Titans will push players to their very limits to save humanity. Enhanced Titan AI behavior will sap every ounce of ability from players as they make a last stand for the human race.

Familiar Characters, New Customizations: Eren Jaeger, Mikasa Ackermann and others will be familiar faces for players as they pick their favorite Scout member to defend the Walls. Several new additions will join the Scout Regiment, customizable with costumes, weapons and voices.

Online Co-op Mode: Defend the outer walls with up to three friends in the all new online co-op mode with ranking and leaderboards.

Fresh Look : Updates to the UI, improvements in gameplay balance and support for the Circle Pad Pro™ and the C Stick on the New Nintendo 3DS™ XL take Humanity in Chains to the next level.

Review: Story Mode hits all the major plot points of the anime

from the cadets' training to the very last titan fight, but it does so in a jumbled manner that's annoying to follow. There's separate missions for Eren, Mikasa, Armin, Levi, and Sasha. Completing missions unlocks more missions for various characters, but the chronological order isn't always entirely evident. That order is important for a cohesive story though since some character's missions will continuously unlock and you'll miss major plot points if you don't jump to the right character.

The characters do have varied abilities, like quicker recovery when injured or faster movement, but these don't really change the feel of the overall assignment.

After some time in Story Mode, World Mode unlocks. It combines character creation, money management, and weapons research and development to test your ability to complete, sadly, more boring missions, which made the new features feel shallow since they don't do anything to improve the quality of the missions. This mode also offers a higher difficulty setting for missions, Brutal Mode, but aside from more aggressive titans, it didn't feel like too much more of a challenge.

World mode also had a ton of other items that aren't included in the campaign, including bombs, decoys, traps, healing items, and weapons. I liked the new items, but they created new problems within the missions. Items are kept in an upgradable bag, but your bag's maximum capacity isn't specified in the menu. Even more annoying, if my bag was full I couldn't pick up items required to complete some missions. Instead, I'd have to waste my consumables to make space for an inactive item to complete the mission.

世界は、残酷か。

Mangaka Profile

Aya Kanno

Aya Kanno

(born 30 January 1980 in Tokyo, Japan) is a Japanese shōjo manga artist.

She is the former assistant of manga artist Masashi Asaki of Psychometrer Eiji fame. Her debut was in the January 2001 issue of Hana to Yume with Soul Rescue. Thus far, her work has only been serialized in Hakusensha's shōjo manga anthologies: Hana to Yume, The Hana to Yume, Hana to Yume Plus, and now primarily in Bessatsu Hana to Yume, in which her latest work, Otomen, is currently running. Also, she has completed Kokoro ni Hana wo.

Series Title	Genre	Year
Akusaga	Action, Mystery, Psychological, Shoujo, Tragedy	2005
Baraou no Souretsu	Action, Drama, Gender Bender, Historical, Shoujo, Supernatural	2013
Hitori-tachi	Drama, Shoujo, Slice of Life, Tragedy	2004
Hokusou Shinsengumi	Action, Drama, Historical, Shoujo, Tragedy	2003
Kokoro ni Hana o!!	Comedy, Drama, Shoujo, Slice of Life	2003
Kootetsu no Hana	Action, Drama, Historical, Shoujo, Tragedy	2003
Makoto no Kuni	Drama, Historical, Shoujo	2013
Otomen	Comedy, Drama, Romance, School Life, Shoujo	2006
Soul Rescue	Action, Comedy, Drama, Shoujo, Supernatural	2001

Otomen

Genre : Romantic Comedy
 Written by : San keor
 Published by : L Hakusensha
 English publisher : Viz Media
 Demographic : Shōjo
 Magazine : Bessatsu Hana to Yume
 Original run : 2006 – November 26, 2012

Otomen is a Japanese romantic comedy manga by manga artist Aya Kanno, which began in Bessatsu Hana to Yume in late 2006 and concluded on November 26, 2012. The series has been adapted into a live action TV drama. The series has been one of the best-selling shojo properties in America, since being licensed by Viz Media. The series is also licensed in France by Delcourt and in Spain by Planeta DeAgostini.

Asuka Masamune is the coolest, manliest guy in his whole school. He excels in judo and karate, and as captain of the kendo team he reached the national championship tournament. However, he has a secret: the things he really loves are sweets, cute things, cooking, shojo manga and sewing. He hides this part of his life from everyone else until he meets a girl named Ryo Miyakozuka, the daughter of a martial artist and heir to his dojo.

The manga is written and illustrated by Aya Kanno and was serialized in the shōjo manga magazine Bessatsu Hana to Yume from 2006 to November 26, 2012. Serial chapters were collected in eighteen tankōbon volumes by Hakusensha. Viz Media licensed the series for its Shōjo Beat imprint. French publisher Delcourt licensed Otomen and released its first volume in September 2008. As of January 2010, eight volumes have been released. In Spain, the publisher Planeta DeAgostini has licensed the series as Otomen with its first volume released in December 2008. As of April 2011, nine volumes have been released.

Reviews.

It is a story revolving around a high school student, Asuka Masamune who leads a double life – the first being a charming, chivalrous and masculine president of the Kendo club and the second being his true self, that is, a boy that likes everything girlish and excels in everything (from cooking to sewing to baking) a woman does. Yet he is forced to hide his true self in an effort to meet society's expectations of how real men should act like. Nonetheless, that all changes when one day he saves a female classmate from bullies in school and fell in love with her at the first sight. Unfortunately (and fortunately), the girl is not all about hearts and flowers. The story itself is commendable, with a gratifying degree of originality. Character of Asuka Masamune likes pretty, shiny things, the color pink, and even stuffed animals.

Excellent characters. Particularly the two male leads. Asuka is brilliantly written, and she writes both sides to him perfectly. The strong male and the cute-loving Otomen. Something that is hard to do. Her mastery of art helps to bring the concept across without it being distracting. The side characters are also interesting enough and a lot of them seem to be leading double lives, or have another aspect to them that isn't entirely obvious when you first meet them. Or, they seem to very strongly follow whatever aspect about them that has been laid out. (Such as a cute-loving 'princess' that we meet later on). While they are one-time characters so far, they aren't annoying and don't seem shallow. Which is good.

The art work is clean and crisp – the lines are neatly defined and greyish shadings are kept to the minimum so as to convey the bright positive image of the manga. Most particularly Asuka is drawn very well, and he fits the appearance of a sort of strong-male type character very accurately. But, in her skill, she manages to pull off his 'otomen' side excellently without him seeming childish or comical to look at. There were no disproportions and the kendo and martial arts sections, though short, were nicely drawn. Asuka is the main change in the manga, when he's being manly or his regular stoic self he looks his part but when he starts changing into his true self, the one that likes to sew his aura completely changes, making him look more delicate. Very nicely done.



Requiem of Rose King

In late medieval England, the Lancasters and the Yorks wage war against one another. Richard, Duke of York, has three sons with his wife Cecily: Edward, George, and Richard. For reasons that are as yet unclear, Cecily hates her son Richard with a passion, although his father loves him. Richard himself is a tormented child, fearing abandonment and suffering from strange visions of Joan of Arc, who tells him that he is a demon to be feared. Loosely based on both British history and Shakespeare's history plays, Aya Kanno offers us a unique vision of history with a shoujo sensibility.

Henry and Margaret, his queen, are probably the most like their original characters, but they're more interesting than that. Kanno makes Henry VI into a very sympathetic character, disgusted by the bloodshed everyone else seems to want and really just wishing to live a quiet life.

Review:

The story is set in medieval England against the War of the Roses, and our characters are stuck in the middle of it. Here, we follow the House of York and Richard's father, who is trying to take back his crown from Henry Lancaster, a devout Christian. The art is beyond gorgeous, and you can actually tell that the characters are European! The women are not damsels either, especially Queen Margaret, wife of Henry Lancaster. She takes charge of the war for Henry, who is tormented by the sins his soldiers commit.



The art is quite lovely and there is enough drama to keep readers entertained (and perhaps a bit curious about the actual events surrounding the Wars of the Roses and final fate of King Richard the III).

The manga has dramatic political upheavals, familial disagreements, and jaw dropping plot twists that have the potential to change the fate of the story in any way. With each passing chapter (this book has 4), more climax builds with all the characters Richard, son of York, encounters, and with the events that unfold.

Witcher 3

Wild Hunt

Developer(s) : CD Projekt RED
Publisher(s) : CD Projekt RED
Distributor(s) : POL cdp.pl, Bandai Namco, 1C Company, WB Games
Spike Chunsoft, Megarom Interactive
Director(s) : Konrad Tomaszkiewicz, Mateusz Kanik
Producer(s) : Piotr Krzywonosiuk, Jędrzej Mróz
Artist(s) : Lucjan Więcek, Paweł Mielniczuk, William Daly
Writer(s) : Marcin Blacha
Composer(s) : Mikolaj Stroinski, Marcin Przybyłowicz, Percival

The Witcher 3: Wild Hunt (Polish: Wiedźmin 3: Dziki Gon) is an action role-playing video game set in an open world environment, developed by Polish video game developer CD Projekt RED [7] it was released for Microsoft Windows, PlayStation 4, and Xbox One on 19 May 2015.[8] The game is the third in the series, preceded by The Witcher and The Witcher 2: Assassins of Kings, which are based on the series of fantasy novels of the same title by the Polish author Andrzej Sapkowski, but all take place after them.

Gameplay

CD Projekt RED has said that it is not necessary to have played the previous games to fully enjoy Wild Hunt. While similar to the previous Witcher games, Wild Hunt has improved on several aspects from past games. Combat revolves around an action role playing game system combined with the use of magic. The fighting system has been completely revamped. Wild Hunt introduces some new mechanics, such as witcher-sense, combat on horseback, and at sea, swimming underwater, and using a crossbow. Additionally, Geralt can now jump, climb, and vault over smaller obstacles. The climbing mechanics have been described as "not exactly" like Assassin's Creed, but more "similar to what we have in Uncharted". Item creation and potion brewing still remain as in previous games, but have been modified from The Witcher 2. There are 10 witcher signs, 5 original ones, each having 1 alternative form.

Each action the player performs affects the world, every quest has a plethora of options on how to complete it, and every outcome is different each time. CD Projekt RED anticipates approximately 100 hours for the completion of the game, 50 of them belonging to side quests, and 50 belonging to the main story line.

The game features a dynamic day and night system, realistic AI, responsive and dynamic environments. The day and night cycle influences some monsters and their powers, similar to how a werewolf

would

gain powers during the night of a full moon. The game also features a dynamic beard growth system, in which the beard of the playable character Geralt grows as he travels between regions. According to the developer, the beard grows "in different states". However, this feature will no longer be available if the player has downloaded the free Beard and Hairstyle D.L.C. Ciri, an exceptional swordfighter with mythical powers, is a playable character in the game. Gwent is a in-game collectable card game.

Gameplay: 8.5/10

Combat system is very smooth and more responsive than vanilla Witcher 2. You still die relatively quickly and need to dodge/roll a lot, but Geralt doesn't feel so sluggish this time. The keyboard+mouse controls are a bit weird at first, namely having the dodge key default to ALT. Pressing alt while pressing WASD requires uncomfortable thumb gymnastics.

The story: 9/10

Story and questing is also excellent, the choices you make bear real weight in the world and it is really interesting to see how they overlap with each other. The Witcher 3 Wild Hunt is a Masterpiece from CDProjectRed. Beautiful open world, with incredible concern to details.

Character: 9/10

Writing is of very high quality, with some of the best dialogue I've ever heard in video games, and tons of humor. Characters are interesting and feel realistic.

Graphics: 8/10

The game looks very good. I avoided watching any of the trailers or pre-release footage, so I am not sure about the graphics downgrade, but on ultra it is easily one of the best looking games on PC to date. The optimization/frame rate is also very good. With a single GTX 970, I am running on ultra (except for foliage distance, which is on high since it has significant FPS impact) at 1080p and the frame rate almost never dips below 60 FPS.

Audio: 10/10

AMAZING voice acting, music, and sound effects. A lot of multiplatform games these days are 50 or 60 GB (Titanfall, CoD, etc.), where 90 percent of it is uncompressed audio meant to fill up the disks on the console versions. This game is 26 GB, yet has some of the best sound I've heard in a game.



Tekken 7

Developer(s) : Bandai Namco Entertainment
Publisher(s) : Bandai Namco Entertainment
Director(s) : Yuichi Yonemori
Producer(s) : Katsuhiro Harada
Composer(s) : Akitaka Tohyama

Series : Tekken
Engine : Unreal Engine 4
Platform(s) : Arcade
Release date(s) : JP March 18, 2015[1]
Genre(s) : Fighting game

Tekken 7 focuses on 1-on-1 battles. Two new mechanics are introduced in the game. The first, Rage Art, allows the player to execute several unblockable moves that deal roughly 30% damage depending on the character (the location test had several characters dealing up to 80% damage, but were changed in the release version after feedback) once their health bar is critical, in exchange for inactivating the normal attack power increase. The second, Power Crush, lets the player continue their attacks even while being hit by the enemy, although they would still receive the damage dealt by the enemy's attacks. The mechanic also works only for absorbing high or mid attacks. The bound system, which staggers a character to increase opportunity for additional hits, is replaced by Screw Attack, which makes the enemy spin sideways when they are hit airborne, allowing the player to inflict additional hits after they reach the ground.

Unlike bound, however, Screw Attack cannot be used to do wall combos. Thanks to a new display system, the game's multiplayer allows players to choose which side of the screen to play on. Movement has undergone some changes and now is similar to the movement mechanics found in Tekken Revolution, most notably when characters walk backwards.

The arcade version features the traditional stage-based play, through which the player progresses by beating five different opponents one by one, ending with a fixed penultimate and final stage. Matches may be interrupted if another player joins the game. Online mode is available for both local and international play. Character customization is featured, allowing the player to modify characters' appearances. For the first time in the arcade series, the game features a practice mode which allows players to train moves

against an opponent for a limited amount of time, as well as an option to collect in-game rewards, mainly customization items, through "Treasure Box" by winning enough matches.

Reviews:

the character is very amazing, but so was that little Dinosaur in Tekken 3, or Panda, Kuma, Combot, Angel, Devil, Ogre, True Ogre, Azazel, Jinpachi Devil, Alex and Roger Jr. Some of the characters looked completely different and it made them look more human like. They should have went back to the drawing board and recreate all the characters again to make this game feel like another big jump. The head of the Manji clan who's appeared in every Tekken title to date, as well as moonlighted in the odd Soul Calibur game, returns once more, this time with an octopus on his head.

Yoshimitsu is famous for never appearing in the same guise twice, and his latest look is by no means the craziest we've seen. Still, it's good to know the folks at Bandai Namco aren't resting on their laurels.

Recently, a new Saudi Arabian character named Shaheen was announced. He's the fourth all-new character revealed for Tekken 7, following Lucky Chloe, the "sassy mouthed" talking Latin American Katarina, and a male character named Claudio. Series veterans Kazuya, Heihachi, Paul Phoenix, King, and more was return in Tekken 7.



Attack on Titan Humanity in Chains

Based on the hit "Attack on Titan" anime and manga, players will defend the three Walls from invading Titans as a member of the elite Scout Regiment with their omnidirectional mobility gear and blades. Based on the upcoming Japanese remake of an earlier Attack on Titan game, Humanity in Chains will be the first Attack on Titan game to reach North American shores, and will release exclusively on the Nintendo eShop for Nintendo 3DS in early 2015 with the original Japanese audio and English subtitles.

The features for Attack on Titan: Humanity in Chains include:

Story Mode As a member of the elite Scout Regiment, defending the outer walls from the Titans will push players to their very limits to save humanity. Enhanced Titan AI behavior will sap every ounce of ability from players as they make a last stand for the human race.

Familiar Characters, New Customizations: Eren Jaeger, Mikasa Ackermann and others will be familiar faces for players as they pick their favorite Scout member to defend the Walls. Several new additions will join the Scout Regiment, customizable with costumes, weapons and voices.

Online Co-op Mode: Defend the outer walls with up to three friends in the all-new online co-op mode with ranking and leaderboards.

Fresh Look: Updates to the UI, improvements in gameplay balance and support for the Circle Pad Pro™ and the C Stick on the New Nintendo 3DS™ XL take Humanity in Chains to the next level.

Review:

Story Mode hits all the major plot points of the anime from the cadets' training to the very last titan fight, but it does so in a jumbled manner that's annoying to follow. There's separate missions for Eren, Mikasa, Armin, Levi, and Sasha. Completing missions unlocks more missions for various characters, but the chronological order isn't always entirely evident. That order is important for a cohesive

story though since some character's missions will continuously unlock and you'll miss major plot points if you don't jump to the right character.

The characters do have varied abilities, like quicker recovery when injured or faster movement, but these don't really change the feel of the overall assignment.

After some time in Story Mode, World Mode unlocks. It combines character creation, money management, and weapons research and development to test your ability to complete, sadly, more boring missions, which made the new features feel shallow since they don't do anything to improve the quality of the missions. This mode also offers a higher difficulty setting for missions, Brutal Mode, but aside from more aggressive titans, it didn't feel like too much more of a challenge.

World mode also had a ton of other items that aren't included in the campaign, including bombs, decoys, traps, healing items, and weapons. I liked the new items, but they created new problems within the missions. Items are kept in an upgradable bag, but your bag's maximum capacity isn't specified in the menu. Even more annoying, if my bag was full I couldn't pick up items required to complete some missions. Instead, I'd have to waste my consumables to make space for an inactive item to complete the mission.



Metal Gear Solid V The Phantom Pain

Metal Gear Solid V: The Phantom Pain is an upcoming open world action-adventure stealth video game developed by Kojima Productions and directed, co-produced and co-written by Hideo Kojima, currently in development for Microsoft Windows, PlayStation 3, PlayStation 4, Xbox 360 and Xbox One. The game will serve as a sequel to Metal Gear Solid V: Ground Zeroes and a continuation of the narrative established there, and will carry over the core tagline of Tactical Espionage Operations. First used in Metal Gear Solid: Peace Walker, the game follows the mercenary leader Venom Snake as he ventures into Africa and Afghanistan during the Soviet war to exact revenge on the people who destroyed his forces and nearly himself during the events of Ground Zeroes.

The Phantom Pain is a separated composite of two previously announced Kojima Productions projects, both of which formed a pending fuse. The first was Metal Gear Solid: Ground Zeroes, originally revealed in a Fox Engine tech demo shown at the Metal Gear 25th Anniversary Party on August 30, 2012. The second was The Phantom Pain, unveiled at the Spike TV Video Game Awards on December 3, 2012, presented as an original title by fictional developer Moby Dick Studios, with the Metal Gear Solid V logo virtually obscured. On March 27, 2013, the true nature of these two projects was revealed at the Game Developers Conference, where Kojima announced that Ground Zeroes serves as a prologue to The Phantom Pain. These two, separately released titles combined are Metal Gear Solid V, with the Phantom Pain constituting the bulk of the game.

In The Phantom Pain, players will take the role of Venom Snake (also known by his alias Big Boss) in a massive collection of open-world environments. The gameplay elements are largely unchanged from Ground Zeroes, meaning that players will have to sneak from several points in the game world, avoiding enemy guards and remaining undetected. Included in Snake's repertoire are binoculars, maps, pistols, assault rifles and explosives. Following one of the series traditions, the Phantom Pain encourages players to progress through the game without killing, using non-lethal weapons. Players may traverse the game world with vehicles such as cars and tanks, in addition to travelling on foot or on horseback, and as certain locations are mountainous, players can also scale a rock face as a short cut. They may also call for friendly helicopter support against enemy soldiers in a combat alert or land commando to scout a target area. Snake can also call on AI companions—including Quiet, a female soldier with supernatural abilities.

As in Peace Walker, The Phantom Pain will offer a base-building feature that allows players to develop weapons and items from their home base. Recruitment of enemy soldiers and prisoners has also returned for this purpose, allowing the base to grow through organization. The player is given the option to access their base from their real-life smartphones and other devices via a companion app. Unlike in Peace Walker where players can only see Mother Base from the air, they can control Snake as he explores the complex on foot. The Fulton surface-to-air recovery system, an item introduced into gameplay in Peace Walker, returns as well, with players now able to transport captured

soldiers and other objects such as animals and vehicles back to Mother Base. Money for upgrading Mother Base's defences can be collected from diamonds and ships or containers found all over the map. The player can also customize and upgrade Snake's appearance and abilities—for instance the colour of his fatigues and attachments for his prosthetic arm—and those of his AI companions and vehicles commandeered with diamonds and resources acquired in the field. The enemy AI has also improved in terms of situational awareness. If players frequently use particular weapons or tactics to subdue enemy soldiers, repeats of the mission will see the enemy increase in numbers and be outfitted with better equipment; for example, the frequent use of headshots will see enemy soldiers don metal helmets to make targeting the head harder. Series director Hideo Kojima revealed that the game has a new day-and-night cycle that runs in real-time, and that the time taken to travel time from one location to another will affect the time delay when the player arrives at their destination. The cycle also fast-forwards when Snake lights a "Phantom Cigar", a type of electronic cigar; a digital Silver Seiko watch panel appears on screen to denote time. The passage of time enables players to analyze the movement of marked enemy forces in the area, such as shifts in sentry patrols and individual patrol routes. Weather effects, such as sandstorms and rain, will also affect the gameplay environment.

A new game design direction will allow the player to choose in what order the story events take place by selecting missions in any order they like, and yet still "understand the encompassing message by the end".

Hideo Kojima has spoken about the restrictive nature of previous MGS titles, saying that they "sat [the player] on one rail to get from point A to point B, with a certain amount of freedom between". In stark contrast, Kojima's team will instead offer the player new ways of traversal and sneaking methods, such as taking a plane, helicopter or motorcycle to the mission area. This is in order for Kojima to accomplish a "true open-world experience". According to Famitsu, Kojima confirmed that the playable world in The Phantom Pain will be two hundred times larger than that of Ground Zeroes, featuring a variety of climate conditions and environments. In addition, players who have previously played Ground Zeroes will be able to import save data into The Phantom Pain and gain special perks.

As we anxiously wait for that sweet September 1st release date for Metal Gear Solid V: The Phantom Pain, it's easy to see that this stunning stealth-adventure video game will be the best MGS games to come out in the past decade. Usually at the end of each calendar year, the gaming industry selects the top-performing video games with the best "Wow-Factor". After jumping up with glee after the initial announcement and wide-eyed to see the Metal Gear Online trailer at the 2014 The Game Awards, we are thoroughly convinced that MGS V is already going the top contender with the most Wow-Factor for the Game of the Year for 2015.





Ai Con Tasmania

Supanova Gold Coast

Supanova has just returned to the Gold Coast last April 2015 and just like usual, it was just as massive as we had anticipated. Each year the Supanova crew outdo themselves with a line up of artists that every generation will relate to and many Supanova fans in Gold Coast and Queensland state were eagerly planning months ahead for their cosplay props and guest signing around their favourite television and movie superheroes.

Let me begin with some parental advice: do NOT drop your kids or girlfriend or boyfriend and run with excitement. Supanova Gold Coast was just too awesome to miss out on. Remember the hypnotic character Spike from Buffy the Vampire Slayer? That is actor and musician James Marsters. He was performing a concert at only two venues: Melbourne Supanova and Gold Coast Supanova on the Saturday at 6:30pm in the Cosplay Theatre. Pre-purchased tickets via Moshtix was a sold out with a small discount. Some people were willing to purchase the ticket on a more expensive rate at the door on the day. Other guest stars from classic sci-fi series, anime and also movies were also there to bring supa-joy to many Australian fans and one of the most notable supastars is none other than the uber cool, Dolph Lundgren from Rocky III and also The Expendables!! How can you miss that opportunity to shake his hand and take an awesome photo with this man? The answer is NO you can't, so we did line up for hours on Saturday, just to shake his hand and get his photo taken with us. For Star Trek fans, George Takei from classic series of Star Trek was making his appearances to appease its die hard fans, and Supanova did well in giving the sweet treat.

Given the numbers at last year's Supanova, I would suggest pre-purchasing of any tickets required to ensure a quick entry and Supa-joy on the day for next Supanova, including Sydney and Brisbane Supanova respectively. There is not only loads of action down in the main area of the Gold Coast Convention and Exhibition Centre but also upstairs in the well utilised conference rooms for panels and Madman Anime Screening time. Tired shoppers can go upstairs to wind down, relax and get updated with all the panels or get mesmerized with some of the new anime collection Madman has to offer in the screening room. Cosplay is of course, another BIG thing in Supanova, so you can see hefty amount of Attack on Titan cosplayers, Sailor Moon, Star Wars and many more. Supanova also gave a healthy dose of surprise to many Star Wars fans with its trailer of new Star Wars movie.

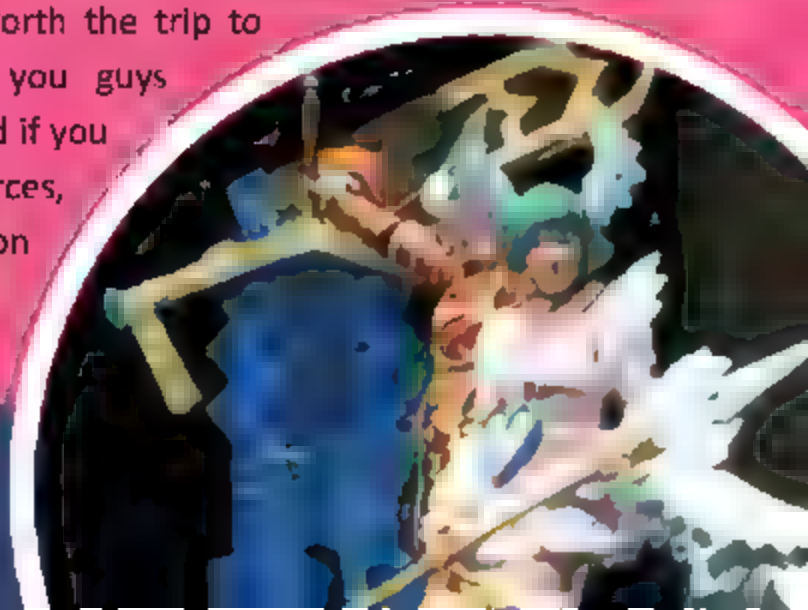
We are counting days for next upcoming Supanova Adelaide and Sydney, so we hope the same excitement continues to brighten our days in Sydney and Adelaide as well. See you guys there!

This year on Sunday, March 22nd 2015 Animavericks once again did what we always been doing

every year around March time as our tradition... attending Aicon Tasmania, as the longest running anime convention in Hobart to join the biggest festivity the small island down south below Melbourne and Adelaide. This event was held in Tasmania, Hobart at Wrest Point convention centre. Aicon stands for Anime Island Convention, and since it started in it has panels, auctions, cosplays, shops and even a gaming area with tvs and computers with gaming consoles which was pretty cool.

Starting the day off we went inside and the passes cost \$15 but since we were exhibitor, so we got in for free (duh!!). There were lines of little shops, and at the very end was the gaming area and Area 52. The second floor got more of the premium vendors while the first floor was housing plenty of artists' tables. The shops there weren't very expensive, it had very cute stuff like posters, costumes, clothes, comic books, manga, movies, jewelry and much much more. Along the way we saw a 3:30 Cosplay dating thing. It sounded cool so we waited around to check it out and went to the gaming area until 3:30. There was a panel going on right after that; it was a fashion panel and it was showing cool Japanese fashion.

As usual, Animavericks is there to promote and selling Animavericks Magazine and its cool posters as well, and we got an overwhelmed response with more than 150 magazine being sold in two days event. The AiCon crew certainly return to a convention centre with energy to spare, after filling out last year's venue they needed to make the move (and their indiegogo helped get them there) and now their focus on cosplay theatre sports and art has the room to grow. Easily the friendliest convention in Australia and well worth the trip to Hobart. Hope to see you guys again soon next year, and if you have the time and resources, check out their MAIcon event next year as well.





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J - Movie

Lupin the Third

Directed by : Ryuhei Kitamura
Produced by : Mataichirō Yamamoto
Based on : Lupin III
Music by : Monkey Punch
Cinematography : Aldo Shikaku
Edited by : Pedro J. Márquez
Production Company : Shûichi Kakesu
Distributed by : TBS Films, Kadokawa Shoten, Tristone Entertainment, Toho
Release dates : August 30, 2014
Genre : Action | Adventure | Comedy
Country : Japan
Language : English | Japanese | Thai



Arsene Lupin III, grandson of the legendary gentleman thief Arsène Lupin, is a member of the Hong Kong based thieving ring known as The Works, which specializes in stealing valuable objects from wealthy owners. Lupin beats his fellow Works members Fujiko Mine (his would-be lover), Pierre (a computer genius) and Jiro to the theft of a valuable medal in Singapore, but is forced to surrender it to his rival, Michael Lee, when he threatens to kill him and Fujiko. At a meeting of The Works, Fujiko is hailed as the culprit behind the theft (thanks to Michael's machinations), and Thomas Dawson, the leader of the organization, shows them the most valuable item in The Works' possession - the Crimson Heart of Cleopatra, a necklace commissioned by Mark Antony to symbolize his love for the Queen of the Nile. However, a ruby of Cleopatra's intended to complete the necklace has not yet been recovered. A trio of thugs led by Michael - Royal, Saber and Maria - steal the necklace and kill Jiro and Dawson, apparently in revenge for 'Edward Lam', resulting in the dissolution of The Works. Lupin, Fujiko, Pierre and Daisuke Jigen join forces to find Michael and the necklace.

Later, in the end Lupin deduces that Fujiko was not Michael's real sister, but had pretended to be to give him a reason to live, and he offers her to wear the Crimson Heart (now complete with the ruby) to seal their relationship. However, as Zenigata returns to pursue them, Fujiko escapes on her own with the necklace, Goemon goes his separate ways, and Lupin and Jigen escape together in their Fiat 500.

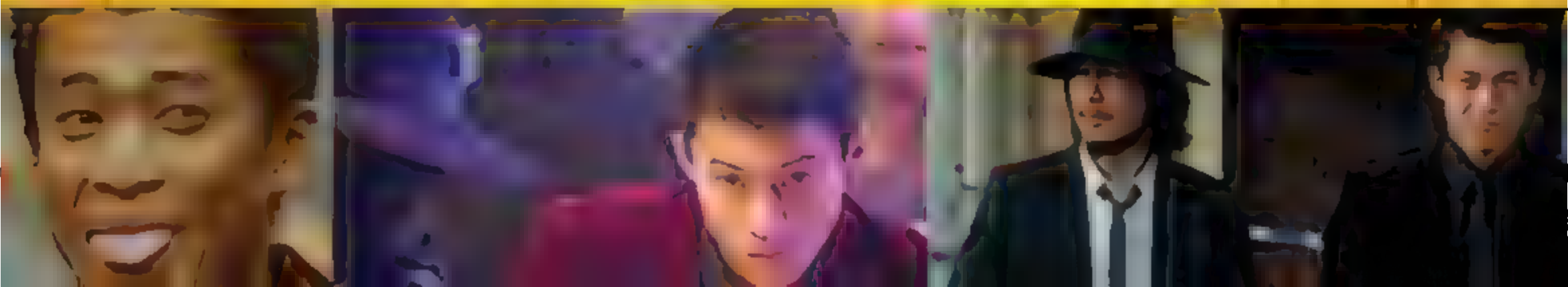
Reviews:

the unnecessary addition to an already packed cast of characters is a character so bland his name is Michael. I have known many Michaels in my day, all fine men, but I think even they would admit they don't belong in a cast of iconic Japanese super-thieves. Problem the film is a live action adaptation of Lupin the Third you would assume that they would use some of the original music. There wasn't a single piece from the original anime soundtrack.

The film's extra characters become the main source of conflict in the film. Lupin's always been about the tension between Lupin, Jigen and especially Fujiko - they're too mercenary to be true friends, constantly paying off each other to get the goods. But none of that inherent group tension is used in the film - instead, the conflict is externalized to characters we don't care about. It's not as if those involved couldn't figure out how to replicate the spirit of Lupin in live action form - it's more like they never even tried.

The music, including a track by Tomoyasu Hotei, is so unmemorable it'd have original Lupin composer Yûji Ohno rolling in his grave - if he were dead. The fact he's alive and kicking and wasn't invited to be involved in this film adds insult to injury.

Ryuhei Kitamura is a talented director, and one hopes he hasn't fallen too far into the system to drag himself out and do films that don't feel like they're made by committee. And as for future Lupin III live action films, the disgruntled viewer I overheard coming out the theater.



Kim Hyun Joong

Initially he was to debut in a five-member group, of which Han Yeon of B2Y (now disbanded) was to be the leader and Kim the youngest member. During 2001 and 2002, while working as a waiter in a family restaurant located at Jamsil-dong, Kim was introduced to a CEO of a new set up management company. While the group underwent training together, they were asked by their company to debut in China as a Hallyu project group, but they rejected the offer and disbanded. Kim proceeded to audition for DSP Media (formerly DSP Entertainment) and became a member and the leader of SS501. Kim Hyun Joong made his entertainment debut as the leader of SS501 on June 8, 2005, along with their debut album entitled Warning. In May 2008, Kim joined the cast of We Got Married along with Hwangbo in episode 9. Known as the 'Lettuce Couple', they won MBC's Best Couple Award.

While working in Japan in 2008, Kim was cast for his first lead acting role as Yoon Ji-hoo in the Korean drama Boys Over Flowers, a role for which he won the 'Best Actor Award' at the Seoul International Drama Awards 2009 and the 'Popularity Award' at the 45th Baeksang Arts Awards. Because of his drama workload, Kim, along with his bandmate Park Jung-min who starred in a musical at the time, were absent for SS501's U R Man album. The three remaining SS501 members promoted by themselves at that time, with the exception of some special performances that included all five band members.

In May 2011, Kim named his official solo fanclub Heneca, a combination of "H" (as in Hyun-joong) and "beneca" (or "blessed" in Latin). He released his solo debut mini album Break Down on June 7, produced by Steven Lee. The album exceeded 70,000 pre-ordered copies in just 10 days. It peaked at number one on Gaon Weekly Album Chart for the week starting June 5, and was the best-selling album for June on Gaon Monthly Album Chart with 100,433 copies sold. It also topped the Japanese Oricon chart in the International Imported Album category for the first week of July. His single "Break Down" was the first place winner for two consecutive weeks on M! Countdown and once on Music Bank. Break Down is certified platinum in Taiwan, due to which Warner Music Taiwan CEO Chen Ze Shan handed Kim a platinum record in a press conference held in Taiwan. As far as Kim's popularity in Taiwan is concerned, he was the first Korean to appear on Taiwanese TV show The Person.

In July 2011, Kim kicked off his nationwide concerts in Japan and continued in seven cities across Japan by November. Three months after, Kim released his second mini album Lucky on October 11 [59]. It debuted at number 5 on Billboard's World Chart and topped the Gaon Chart once again for the third week of October 2011. In November 2011, Kim won the 2011 K-A Soul People's Choice Style Icon Award for the third consecutive year. Later on, Kim signed a deal with Universal Music Japan for his Japan-based music activities. He successfully completed his Japan Tour that had started on November 9, attracting over 30,000 fans. By the end of the year, Kim won the award for Best Male Solo Artist at the 2011 Mnet Asian Music Awards held in Singapore. He, then, released another digital single "Marry You / Marry Me" on December 15. Music videos for both songs were released on his official YouTube channel the same day.

In January 2013, Kim Hyun-joong kicked off his Japan Tour 2013 "Unlimited" on the 6th at Kobe World Memorial Hall, performing his hit songs with a live band. Along with other K-Pop artists, he also performed in Brazil for the 2K13 FEE - KOREA event, marking his first time to perform in South America. They also visited a children center in São Paulo the next day to get closer to the people and spend time with them. The next day, he headed to Peru for a fan meeting. Meanwhile, his Unlimited album released in 2012 had been certified Gold by the Recording Industry Association of Japan (RIAJ) after selling more than 100,000 units to retailers.

In February, it was rumored that City Conquest had been rejected by KBS for the reason that it 'lacked in quality'. The producers of the drama argued that KBS decided not to air it without any words of apology or explanation to the producers and fans even after following KBS's requirements and requests. Instead, the team accused KBS of having political reasons for pulling out the drama, which KBS denied. After some time, it was announced that Kim Hyun-joong will be withdrawing from the drama and is planning to start in another drama later this year instead.

Kim Hyun-joong made his comeback in a Korean variety show after a long while. He was cast on SBS variety show Barefooted Friends with Kang Ho Dong, which first aired on April 21. Despite having a show, Kim released his third Japanese single "Tonight" on June 5. Once again, his single topped the Oricon Daily charts with 101,818 copies sold, and taking the number two spot by the end of the week. The album received Gold certificate for selling more than one million copies on June 2013. At the moment, Kim Hyun Joong has been enlisted in the National Military Services and is expected to make a comeback in 2016.

Born	: June 6, 1986 (age 28)
	Seoul, South Korea
Origin	: South Korea
Genres	: K-pop, J-pop, Dance, R&B
Occupation(s)	: Singer, Actor
Instruments	: Vocals, Guitar, Bass, Piano, Drums, Violin
Years active	: 2005–present
Labels	: DSP Media (2005–2010)
	KeyEast (2010–present)
	Warner Music Taiwan (2007–present)
	United Asia Management (2011–present)
	Delicious Den Records/Universal Music Japan (2011–present)
	Associated acts SS501





Tokyo Girls' Style (stylized as TOKYO GIRLS' STYLE) is a Japanese idol girl group created by Avex Trax. Consisting of five teenage members, Ayano Konishi, Miyu Yamabe, Hitomi Arai, Yuri Nakae, and Mei Shyoji, this group was the first idol group that Avex had created in seven years.

The group's name symbolises that the group is full of surprises and it is unknown how they would develop in future, much like Tokyo's image. They also hope that they can one day emulate Tokyo's success in areas such as to enter other overseas markets and coming up with their own unique style.

Avex created the group Tokyo Girls' Style in 2009 to capitalize on the rising demand for Japanese idol girl groups, a trend fueled by the success of the female idol group AKB48. Members of the group later said that they had previously worked with this record label before, and were reportedly encouraged to audition for the new group. On December 1, 2009 the Japanese media made reports about this new group, though Avex kept the identities of the group's members a secret until January 1, 2010.[1] From January 1 to January 5, 2010, Avex gradually released more information on the members of the group [5] and launched the group's official website.

The group's debut single, "Kirari" (キラリ☆ lit. "Sparkling"?), was released on May 5, 2010, reaching a peak position of 30th placing on the Oricon charts. Their second single, "Onnaji Kimochi" was subsequently released on May 19, 2010. Their first album, *Kodou no Himitsu*, which is a compilation of their previous singles, was released in Japan on May 4, 2011. This album peaked at the 25th position on the Oricon charts.

In order to break into other Asian markets, Tokyo Girls' Style re-recorded the song in

their second single, "Onnaji Kimochi", in Mandarin Chinese. This Chinese version of the song was included in the album entitled *心跳的秘密* (Xīntiào de mìmì), which was released in Taiwan on May 4, 2011, and in Hong Kong one week

later. The group admitted that "They were worried that their singing is not good because the Chinese pronunciation is so hard". Since then, the group has released more albums in these two places, as well as releasing a Chinese-language official site. In 2012, they made their debut performance in Singapore. They later commented that "they were surprised by how many people showed up to watch them."

Tokyo Girls' Style's 11th single, *ROAD TO BUDOKAN 2012: Bad Flower*, was released on October 17, 2012, and it became their first single to debut on the Oricon TOP10 charts, debuting at the 4th position. They later performed their first solo gig at Nippon Budokan on December 22, 2012, becoming the youngest female group to perform at this location. During this concert, the age of the group's members were revealed for the first time; previously, only their birthdays were revealed.

In 2014, they starred in two films, *Count Five To Dream Of You* (directed by Yuki Yamato), and *Kotodama – Spiritual Curse*, one of the famous horror movie series in Japan. Of the experience Ayano Konishi shares "It was horrifying to shoot at the abolished school at the middle of night. It was completely dark there, so it was too scary to be alone. Especially in front of mirror, I was not able to keep my eyes open because of the fear of accidentally seeing someone standing behind me." The two films had a US premiere at Japan Film Festival in San Francisco in July 2014. They also made their US performance debut at J-Pop Summit Festival 2014 at Union Square. It is announced that the group will no longer be an idol group starting April 2015.





How to Build Your Mecha Costume Part 2

A. INTRODUCTION

The mecha costume head is the most important part of the costume because it acts as the guide to the scale and proportion of the costume. Most Mecha costume designs have relatively small mecha head as compared to the body and it is a common mistakes that cosplayers try to make full helmets. For the best proportion, the helmet should be tight fitting as possible and it should expose your chin. If you need the install light in the eyes, make the helmet slightly longer to ensure that is sufficient space to fit in the light bulbs.

B. MAKING A SPHERETICAL FRAME

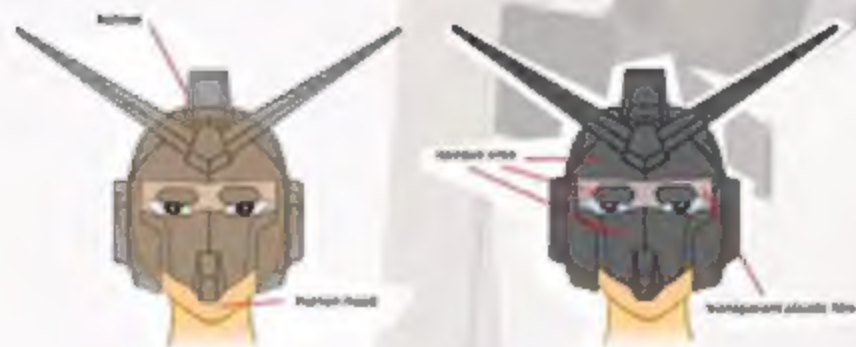
for the helmet to fit your head perfectly, a spheretical frame have to made according to the measurements of your head. This frame consist 7 strips, preferably plastics.. attach the strips together as shown in the diagram below and you will have a standards customised frame just for your head.

C. EXTENDING TO HEAD STRUCTURE

cut a long piece of material and bend it from your left/ right cheek bone to other cheek bone along the back of your head. Attach this piece to the spheretical frame as shown in the diagram below. You may want to cut a slit along the middle section of the piece to ease the wearing of the helmet.

D. MAKING THE MASK

cut out a piece of the material following the shape below and fold inwards along the dotted lines. The height of the mask should be the distance from your lower lip of your mouth to your lower eyelid. Attach the mask to the piece in © temporarily and try to wear the helmet. Adjust the mask accordingly until it fits your heads.



E. COVERING THE FRAME

get around 3 plastic bowls (those disposable ones used for buffets and parties) and cut out the base and the top rim of the bowls, the center piece is what you require. If you try to flatten out the piece, you should get the shape in diagram C below. With 3 bowls, you should 3 pieces. Cut the third pieces into 2. Wrap the long pieces form above over one side at the top the head and a short piece underneath the long piece to over the gap. Repeat the procedure for the other side of the helmet.

F. MAKING THE EYES.

The make the eyes glow, you need to install light bulbs. LED light bulbs or any other form of "cold" light are highly recommended. The illuminate the whole eyes, you need to build a light casing with thin plastic for each eye. Line with reflective material e.g. aluminium foil. Insert the bulbs into the casing with the cathodes sticking out of the casing so that you can connect them to a surcuit.

G. ATTACHING EYES TO HELMET

The eyes will need a rest on a transparent plastic film, preferably tinted with black. This plastic film will be attached to the frame of the top of the helmet.

H. MISCELLANEOUS

with the basic helmet structure competed. You can add on addition or accessories based on the mecha design. Wrap the parts of the helmet with vinyl, or other material for a smooth finish and they will be ready for painting. It is advisor to paint the parts individually before putting them together permanently.







Virgo : (Aug 24 – Sept 23) Hange Zoe | SnK

This may be the time of year when most people like to go on vacation, but for you this is a good time to be focusing on your professional goals and aspirations. You have times when your profits are strongly tied to this area of your life and then you have other times when your emotional well-being is also tied to it. All three elements are working quite nicely individually and in various combinations this month. You still have an irritable partner or rival that is not happy with your professional success, but that's not really your problem and you definitely should not allow them to guilt you into lowering your standards or questioning your goals. This is the time to go for it, and its time for you to earn more to save up to buy more figurines!



Pisces : Feb 20 - Mar 20 | Christa Lenz | SnK

You are focused on your home, roommates, parents, retirement plans, and/or a home-related business. You have an opportunity to roll up your sleeves and get to work on these topics. You have your financial and professional goals and activities in line with your home life. You should be feeling rather safe and secure when it comes to setting up the private life that you want. You are also finding some time to goof off and have some fun during the final days of the month, its time for some interstate trips for anime convention!



Aries (March 21 - April 20) | Jean Kirschstein | SnK

Last month, you were disagreeing with your neighbors, extended family, and local community members about all kinds of things and they were really getting on your nerves. This month, you are able to really enjoy hanging out with these same people and you are able to hear what they are trying to say and they are actually listening to what you have to say. It is a far more friendly and fun experience, so try asking them to watch anime together or playing MMORPG together, that will rebuild the bond. You could also find that you are able to find some great bargains when trying to budget for hobbies, vacations, luxury items, and various playtime activities, its Anime EXPO time!!



Libra: Sep 23 - Oct 22 | Erwin Smith | SnK

This is a good time for you and your romantic, social, or business partner to be traveling together and spending time socializing and interacting with groups. You could find that political, cultural, religious, academic, mass media, and/or travel related activities give you plenty of opportunities to make new friends, forge new business deals, and to learn new things about new people. By the end of the month, you are ready to focus on work again and take on leadership roles. Lead your friends and romanticize them to take part in group cosplay, it will be fun!



Gemini: May 21 - June 21 | Marco Bott | SnK

Your social life is reinvigorated this month with all kinds of lovely opportunities to bond with friends, colleagues, neighbors, teammates, and local community members. You can buy, sell, persuade, entertain, laugh, and barter with these people. Don't forget to attend the auction at AV Con Adelaide, you might find a bargain there! You could find that you also have a great time playing online and using the Internet to stay connected socially and professionally. During the final days of the month, you begin seeing some financial and professional success as well.



Scorpio: Oct 23 - Nov 21 | Armin Arlert | SnK

Your career and finances are doing really well this month. You are smart, productive, and a natural leader within your industry. It is a good time for working on productivity goals, financial negotiations, job interviews, promotions, advertising and marketing campaigns, etc. And it is a good time for taking on leadership roles, earning the respect and admiration of your peers, and/or for getting your boss to see what a valuable member of the team you are. Work more and less anime watching!



Taurus: April 21 - May 20 | Eren Jaeger | SnK

You are spending a lot of time thinking about how to bring more romantic, financial, emotional, psychological, and/or spiritual energy into your home and/or private life. You still have a little bit of trouble mixing finances with friends, groups, and/or the Internet, but otherwise, you have some excellent financial activity helping you to budget for the various household related items that you feel would help you create the home life that you are dreaming of, such as the PS4 or the Xbox One you ever wanted.



Sagittarius: Nov 22 - Dec 21 | Ymir | SnK

You and a partner or rival are able to iron out your disagreements. You could even find that you are ready to have some fun together afterwards. There is a great deal of positive energy between the two of you now. You are also able to funnel more romantic and financial security into your home or private life. A couple of months ago, you and then later your partner were both ticked off about someone or something in your private life. Now, you seem to have worked it out and you are feeling much better about the situation, its time to take them out to the anime event and rekindled your hobby together.



Cancer: Jun 21 - Jul 22 | Annie Leonhardt | SnK

After the emotional dramas of last month, you are ready for a vacation and the half of this month could be a good time for you to schedule it. Anime expo in US or in other States would be good choice. However, if you choose to stay home and work, there are some wonderful financial and leadership aspects happening in that area of your life too. Regardless, you are able to take some time to think about your professional and financial goals and you are able to reflect on whether or not they are in alignment with your spiritual, emotional, and ethical beliefs.



Capricorn: Dec 22 - Jan 19 | Levi Rivaille | SnK

Last month, you were dealing with a lot of delays and dramas at work. You were also dealing with a partner or rival that was unhappy about you and your home life. Those things are still happening this month, but you are doing a fantastic job of smoothing things over and getting everyone to work together to actually fix things and get them moving in a direction that helps everyone. People are more open to hearing your ideas and they are happy to see you taking a leadership role. Now its time to wind down and enjoy a few anime series you have been missing out.




Leo : Jul 23 - Aug 22 | Sasha Blouse | SnK

You have regained control over your social life and are once again able to balance your personal life with your social life, start to stop facebooking too much and hang out with your otaku friends in real. You are having a great time while bonding with others, networking, and creating all kinds of professional and personal relationships. You are still in the mood to broaden your horizons and to spend time traveling and/or involved in academic, cultural, political, religious, and/or media related activities. Unfortunately, at times, you will find a disconnect between fact and feelings, between religious dogma and spiritual intuition, between compassion and the laws of a society. You are smart enough to know that sometimes the rules of society are wrong and it angers or depresses you.



Aquarius: Jan 20 - Feb 18 | Mikasa Ackerman | SnK

You and your partner could enjoy spending quality time with relatives, neighbors, and others from within your local community. Backyard BBQs, family reunions, and local gatherings at the park are all fun possibilities. The two of you could find some excellent bargains on luxury items, vacation packages, family outings, concert tickets, and other extracurricular activities. If the two of you work in a happiness industry (music, theatre, fine dining, vacations, luxury sales, etc.), you could find this is also an excellent time for increasing sales. Time to spend for more DVDs!



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